

# Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Bralbaard on August 03, 2008, 04:11:05 am

Title: **Halltraded succession game, (finished). (40d)**  
Post by: **Bralbaard on August 03, 2008, 04:11:05 am**

This is the thread for the Halltraded succession game, it is listed in the Hall of Legends, and certainly worthy of a read-through. Halltraded was founded in a time when dwarves did not yet have to worry about forgotten beasts, underground caverns, or vampires, and on most maps, blue stuff. What it did have plenty of, are carp that could single-handedly kill an entire fortress, and apparently, burning suicide trade caravans.

If you want to load the fortress, you can find the old dwarf fortress version, **DF 0.28.181.40d**, at this link ([http://www.bay12games.com/dwarves/older\\_versions.html](http://www.bay12games.com/dwarves/older_versions.html)). A small warning: The fortress has grown into a complicated mess of mechanics, axles, magma channels, abandoned areas and aquaducts, and may run slowly on older machines.

Turn list:  
1 : Bralbaard (finished)  
2 : Christes (finished)  
3 : Keldor (finished)  
4 : NtheGreat(finished)  
5 : Maggarg - Eater of chickens (finished)  
6 : Zekris (finished)  
7 : Christes (finished)  
8 : Mashirafen (partly finished, no savegame posted -skipped)  
9 : Blakekoris (finished)  
10: Keldor (finished)  
11: Blue robin427 (finished)  
12: Muno syoan (partly finished, no savegame posted -skipped)  
13 : Christes (finished)  
14 : Bralbaard (finished)  
15 : Maggarg - Eater of chickens (finished)  
16 : Glacies (partly finished, no savegame posted -skipped)  
17 : (name here) (finished)  
18 : Blakekoris (finished)  
19 : NTheGreat (finished)  
20 : Demonic Spoon (finished)  
21 : Christes (finished)  
22 : Cheddarius (finished)  
23 : Di (finished)  
24 : Bralbaard (finished)  
25 : Zrk2(finished)  
26 : Demonic spoon(finished)  
27: Haspen (finished)  
28 : Christes(finished)  
29 : Bralbaard (finished)  
30 : Kogut (current turn)  
The game has ended..

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original first post:

I know that sucesion games are usually started after everyone agrees on a starting location, and game setup. My current game however has been very interesting so far, and I could turn it into a sucesion game if anyone is interested (and if I actually survive the first year)

The Fortress is in a terrifying region, with a volcano and a huge river. The place is crawling with undead. On last count the place had around 80 of them:  
31 zombie carp, 22 skeletal carp, 3 zombie fire imps, 3 zombie deer, 5 skeletal deer, 5 zombie pike, 1 skeletal Pike, 5 skeletal sea lampreys, 2 skeletal sea lampreys, 5 Skeletal sturgeons and one zombie sturgeon.  
Also the skeletal carp are crawling the land.

Title: **Re: Halltraded, land of the skeletal carp (succesion)**  
Post by: **Bralbaard on August 03, 2008, 04:43:29 am**

Here's the story so far:

Bralbaard Bridgeriddles, self appointed leader of the dwarven expedition "The Rack of Wine" that was to found the city of Halltraded was standing on a lump of volcanic rock, with his fellow expedition members gathered around him. The others were currently not too happy with his leadership.  
"You can't be serious Bralbaard, are you sure this is the right spot?, have you been drinking too much wine again?" cried Inod Empireorb, the juweler, while gesturing wildly at the surrounding landscape. The dwarves were standing in the sulphurous fumes of a nearby lava lake on a slight elevation that offered a view of the terrifying landscape below. For as far they could see the landscape was covered with dead trees and bushes. The valley was cut in half by a huge river. There was not a living creature in sight, but the water was stirring with activity. Large undead fish jumped up out of the river, and even crawled up the shores and surrounding hills. In death, it seemed these creatures were no longer bound to the water, the hills appeared to be crawling with skeletal carp.

"I'm not going fishing for those undead!", Cog Boltswelters the Fisherdwarf, cried out. Bralbaard, trying to sound convincing, replied:  
"Those undead can't be that bad, how much dammage can a fish do, once it's out of the water? Besides with these skeletal carp around we'll certainly be free of nobles and taxcollectors. They'll never come and visit us here with....

At this point Bralbaard was rudely interrupted by a skeletal grizzly bear that jumped at him from behind a nearby hill. The creature hit Bralbaard full on, and send him flying into a nearby dead tree, Bralbaard dropped down and lost consiousness. There was no time to panick. Atír Apeboat, the woodworker, and Ushat "Maggarg" Combinedcity, the woodcutter grabbed their axes and charged at the foul beast. The undead bear however slammed Atír aside with a mighty blow; the woodworker landed several meters away, unconscious, with his leg in an imposible position. The bear, not slowed down by this effort, now charged at Inod Empireorb, and bit of his left arm, the jeweler squeeled, and passed out. With three dwarfs down the remaining four saw that they would only survive this if they worked together.  
Vucar Toned sack the stoneworker, Besmar parchedbolt the fishcleaner and Cog bogswelters, jumped on the bear and tried to pin him down, while Ushat hacked at the bear with his axe, slowly taking the struggling undead appart bone by bone. Finally it stopped moving.

There was no way back now, with Bralbaard, Atír and Inod unconscious and in need of medical attention, they could not move on to settle elsewhere. Ushat yelled at the other dwarfs: "we need to do something quickly, before they all die!". Besmar! build them some beds!, Vucar!, grab Bralbaard's pickaxe and hack out a cave!"  
"I'm a fishcleaner, I don't know how to build furniture!" Besmar complained. Ushat argued that Atír, the woodworker was unlikely to build

his own bed while being unconscious and all, and that they had no choice. After a while Besmar showed up with three pieces of furniture that somewhat resembled beds, it was probably good that their occupants were unconscious and unable to complain about the quality. Vucar \*tried\* to grab Bralbaard's pickaxe, but despite the fact that their leader was unconscious he still held a firm grip on his pickaxe. Vucar pulled and pulled but it was impossible. The miner could not be seperated from his tool.

Luckily they brought a spare pickaxe, Vucar however did not seem to know how to use one. Digging through the hard felsite rock took the inexperienced dwarf forever. They put the beds in the small cave after it was finally dug out, and filled the rest of the room with food from the wagon. There was suprisingly little food, only a barrel with dog meat, a few fishes and some plump helmet. It wouldn't last untill halfway the summer (I started without selecting starting gear) There were a few small ponds away from the river, seemingly free of undead. Cog had spotted living (!) turtles in the water, and he and Besmar went turtle hunting. They struggled to keep up with demand from the fortress, it would however likely take longer to build a farm and irrigation, and get a harvest out of it. (I wouldn't know actually, I'm a newbie who never build a working farm before :-p)

On the 25th of Slate, mid-spring, the dogs suddenly started barking. When Ushat rushed outside to see what was going on both of them had already been killed by a skeletal pike. The undead fish had somehow climbed out of the valley, denying the waterbased life style of it's living brethren. Ushat destroyed the undead and sighed. At least they had more dog meat now.

The rest of spring and summer were marked by a few small attacks of undead foxes and racoons, the unholy carp and other dead fish mostly stayed down in the valley or on the hill on the opposite side of the river. The four remaining dwarves lost a lot of time carrying water and food to their hospitalized friends. As a result the fortress was build as compact as possible with stockpiles set up in every available space including the narrow corridors.

There simply was no time to dig out a large fortress. Meanwhile Cog and Besmar had developed a disliking to each other, and were yelling and swearing while processing the raw turtles. While everybody was busy with all this they also had to try and produce some trade goods for the caravan that would be sent after them from the homelands, it would arrive this autumn. The fortress barely produced enough food for it's own population, there would never be enough to survive winter if migrants arrived. Also they currently had no liquor production at all, they had even decided to give the unconscious dwarves water instead of beer, to stretch the little resources they had. They needed the trade caravan badly.

In early autumn disaster struck. While fishing, Besmar saw two skeletal carp crawling up the hill straigth towards the fortress, He quickly realized that he was the only dwarf that was not sleeping or unconscious. Unarmed, he threw himselfes at the carp to break their unliving bones, the creatures leapt at him and bit him in the stomach and back, yet Besmar refused to give in. Determined to save his companions, he tore the creatures apart. After the battle he staggered home, collapsed on his bed and lost consiousness.

The other dwarves had still not healed, Besmar said the lack of beer must be the cause, every dwarf knew that drinking water was not healthy. Cog however claimed that the poor quality of the beds that Besmar had provided were to blame. Their relation was clearly not improving. There were now only three dwarves left that had to keep the fortress running, while also taking care of the wounded. Finally however the trade caravan showed up on the horizon. Cog recognized from this distance that the redbearded, superdwarvingly tough Kib Halltraded was leading the trade expedition from the mountainhomes. (Is it usual for the outpost liaison to be named after the fortress or is this just an unlikely coincidence?). It seemed that the words "inaccessible site" seemed to be no part of the vocabulary of Kib, he seemed determined to steer two fully loaded wagons through the dense unholy forest towards the fortress. Cog, Ushat and Vucar had all ran outside to look at the caravan, they were all waving and gesturing to Kib to take another route but it was too late, the caravan ran straight into a large herd of skeletal deer. It was horrible. Screams filled the valley as the deer tore the first wagon to pieces. The second wagon turned around and fled back towards the mountainhomes, luckily all dwarves escaped unharmed. Only Kib Halltraded was determined to reach the fortress, if only to demand an explanation for the horrible situation here. He fought himself a passage through the herd of undead and arrived at the fortress screaming with rage. When he opened the door to the fortress he suddenly stopped, as his rage was overtaken by confusion and utter disbelief, he had never seen such a mess. The entrance hall to the fortress was partly used as a hospital for the unconscious wounded population of the fortress, the rest of the room was used as a stockpile for random craftwork and furniture of the most appalling quality. A dwarf was busy trying to force-feed one of the unconscious dwarves a piece of turtle meat. "I demand an explanation immediately!!" Screamed Kib at the dwarf. The fisherdwarf looked at him sheepishly. "All right, Urist, Tell me who is in charge here! the dwarf in charge will take full responsibility, Let me talk to him now!!". Cog pointed at the unconscious Bralbaard, the dwarf was snoring loudly, pickaxe still firmly grasped in his hands: "you'll need to talk to him, sir" Finding a flaw in his own statement, Kib had no other option than to wait at the bed of the unconscious miner.

--Anyhow that's all so far, if I can get the stuff from the destroyed wagon without getting killed I should have a decent chance at survival. I'll try and take more screenshots, the next time around.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **iluogo** on **August 03, 2008, 06:29:19 am**

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nice story i'll take the next year if all your dwarfs aren't killed

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 03, 2008, 10:32:08 am**

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I've added you to the list. welcome!

I should be able to survive the year, no dwarfs have been killed yet, if only they would heal... Anyhow, I decided that I needed an avatar for the forum, and drew a picture of Bralbaard. This is a picture of young Bralbaard, painted while he was still at the mountainhomes, well before he travelled to halltraded and got himself unconscious.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 04, 2008, 01:16:49 pm**

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We've started the construction of a new entrance to the fortress, the old entrance will be closed once it's finished. The new entrance will be wider and is more strategically placed. It should be able to handle more traffic, which actually is of no use at all, with the number of active dwarves we have right now. There are other advantages though, first and foremost is that we can smuggle all the loot from the destroyed caravan into the fortress without Kib Halltraded seeing any of it. The outpost liason is still in the current entrance hall/hospital/storage area waiting for Bralbaard to wake up. He's mad enough without us looting his caravan. The caravan is filled with usefull stuff: plenty of barrels with wine and beer, cheese, plump helmets, and various kinds of meat. There's also an extra anvil, several weapons, some good pieces of armor, and \*lots\* of other stuff.

The only problem is that the wagon broke down far from the camp, it takes three days to haul a single object from the wagon and with only three of us we will never get the food inside before it rots away. We've dug out a temporary storage room below the wagon, where we can keep the food cool untill we have the time to drag it home.

Healthcare is still taking a lot of time and Ushat has started complaining: The others are saying that she (I only now notished that Ushat's a she, but then, the difference is hard to tell) is acting like a \*\*\* but whe have no choice really, she's the only one that can mine and fight properly, so she is relieved of healthcare for now. Ushat proved her worth by killing a few skeletal carp that were threatening to disturb our looting activities.

Immigrants have arrived! Why anyone followed us here is hard to understand, they're probably clueless about what they are running into, and they certainly are running into something. The 8 migrants are ariving from the same direction as the caravan did, and not suprisingly

head straight towards the same herd of skeletal deer. The unholy deer instinctively jump on the weakest member of the immigrants, young Urist Gearedraked, a peasant. He is knocked unconscious and is bleeding badly. The other immigrants are too shocked too respond, except for one dwarf, with, given the situation, the rather unfortunate name of 'Tholtig Deerlashed'. The other dwarves had been making fun of his name during the entire journey from the mountainhomes, and he seemed determined to prove them wrong. Deerlashed jumped on the skeletal deer with fierce determination, tearing of skulls, breaking bones and shattering spines. He single-handedly killed all four undead deer.

A new hero was born. Also the immigrants certainly had now received a proper introduction to the fortress. Urist is recovering in the hospital

According to our callendar winter should have arrived by now, temperatures however remain above freezing. Even the seasons here are unlike those at the mountainhomes. It has started raining though.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Paulus Fahlstrom** on **August 04, 2008, 01:49:05 pm**

Very amusing read. Good luck to you. Though, from experience, it can take years for some dwarves to fully heal.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 04, 2008, 02:50:07 pm**

This sounds like a good challenge. I'd be up for taking a turn if it gets there.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Ghib** on **August 04, 2008, 02:54:13 pm**

Quote from: Paulus Fahlstrom on August 04, 2008, 01:49:05 pm  
((Out of curiosity.. how do you see the kills?))

View whoever's kills you want to see, [p]rofile, [z] thought and preferences, [k]ills.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 04, 2008, 04:07:12 pm**

Quote from: Paulus Fahlstrom on August 04, 2008, 01:49:05 pm  
Very amusing read. Good luck to you. Though, from experience, it can take years for some dwarves to fully heal.

Besmar got out of bed when the season changed to winter, he still has a lasting injury to his spine though.

None of the others are badly wounded, save for Inod Empireorb who had his arm bitten off, and that is his only injury, which I guess, will never heal. the other injured are two dwarves with a single yellow wound, and one with two yellow wounds. They have had these injuries for almost a year now, I am convinced they are just being lazy.  
I updated the player list.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 04, 2008, 09:57:41 pm**

Heheh, I like it! I'll sign up for a turn, provided there are any survivors left. ;D

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **darksaiyan** on **August 05, 2008, 11:44:46 am**

I don't want to join in the succession, but I would sure like to be dwarfed! Made me an axedwarf, I want to show those undead the true meaning of the AX.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 05, 2008, 01:38:34 pm**

Without giving away too much about the drama that is unfolding right now, I must say that Halltraded currently has no axedwarves available, or anyone with skills with an axe for that matter, unless you want to start out unconscious. But there's a metalcrafter with the instructions to fight with his axe when called to arms. He actually LIKES carp:

I dwarfed you in his place.

Updated the players list.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **August 06, 2008, 08:49:57 am**

I'd be interested in taking part, but am very new to DF, so no worries if you say no.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 06, 2008, 10:07:04 am**

No problem, I'm a newbie to dwarf fortress as well :-). just found the game a month ago. And I did not play much before starting this game.  
You're added to the list.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 06, 2008, 02:32:50 pm**

With the arrival of the new migrants we are finally able to spend some time on improvements to the fortress. Cog claims that the small fishing lakes north of the fortress are depleted. There's nothing left to catch. We have to build a farm if we do not want to rely on the next caravan for food, Ushat has said that he will handle the job.

Ushat "Maggarg" Combinedcity has been very busy with the new project. She has dug out several tunnels and caverns and ordered the construction of floodgates. For the last couple of days, she has been busy linking up the floodgates to a couple of levers. Nobody knows what she is doing, and nobody dares to ask.



After several weeks Ushat officially announced that her great project was finished and working. The results so far are that the lower mines have completely flooded. The level above is coated with a thick layer of mud. Luckily the mines were not infested with carp. Ushat proudly spoke to the other dwarfs: "The plump helmets can now be planted" she claimed. Kib Halltraded, the fortress liason interrupted her victory speech by claiming that plump helmets would have grown fine on the dry peat soil, that can be found throughout the entire fortress.

There was an awkward silence, after which everybody went back to work. It's clear that we have no capable farmers in Halltraded. (note to self, read the wiki before building stuff.)

Meanwhile the problems we have with the local undead are getting out of hand. Today Cog the fisherdwarf was being chased by a skeletal sturgeon, and was running for his life. Tholtig Deerlashed the immigrant hero was nearby, and did not hesitate for a minute. The dwarves had gotten quite confident in their battle skills and several skeletal carp had been killed in the last couple of months in one on one fights. Tholtig jumped between Cog and the sturgeon and tried to tear it apart. The sturgeon however seemed to posses faster reflexes when compared to carp, the fish dodged the attack and jumped towards Tholtig's throat. The battle did not last long. Tholtig did not even manage to scratch the sturgeon. The undead fish resumed his pursuit of the fisherman, leaving the dead, broken body of Tholtig behind.

The drama had been visible from the fortress. The other dwarves grabbed their weapons and armor, and ran outside to help. Cog was still being chased by the sturgeon, and was now running circles around the lava lake. Ushat made a bad joke on how Cog was apparently too slow to outrun a dead fish on dry land, after which he ordered the rescue party to attack the fish. It did not go down easily. Ushat received several wounds, that luckily healed quickly.

Another dwarf has died. Kivish the weaver got pulled into the water by a skeletal carp. The dwarves have called the undead fish matchedesort for unclear reasons. We'll never now what Kivish was doing there. It happened far, far away from the fortress. Apparently the taste of dwarfblood has made Matchedesort thirsty for more, it climbed out of the water and is searching for dwarves on dry land now.

A few days later Matchedesort killed a kitten. During a meeting of the rack of wine it was decided that the dwarves of Halltraded had to be more aggressive against the undead. On land, it seemed, one dwarf could kill a carp without much trouble, though sturgeons proved more dangerous. In and along the water however, the fish were superior. It was decided that Halltraded would no longer tolerate this fish-on-dry-land thing. Every fish that crawles out of the water has to be killed, or in the likely event that the fish happens to be already dead, destroyed. It will make the land safer for dwarves and maybe we can kill enough of them to deplete their numbers in the river as well. The dwarves had just finished the meeting and switched to drinking beer, when they heard a huge explosion outside. They ran outside and witnessed a horrible scene. The area before the new frontgate was filled with smoke and fire, Tirist Guiselabor, the bowyer was rolling on the floor not far off, screaming and burning and finally going unconscious.

A zombie fire imp had crawled out of the nearby magma lake, and threw large balls of fire at the poor dwarf. Ushat struck the creature down from behind, but when she wanted to run towards Tirist a second imp rose from the magma, and hit her with a fireball. A third imp came from the depths, and finished of poor Tirist. Ushat was still able to fight but in trouble. Cog, Besmar and Darksaiyan charged into battle to help her. The zombie imps chose to attack Darksaiyan but he was able to dodge a fireball, taking only minor dammage from the claws of the other imp. With the imps distracted, Besmar and Cog managed to get a few good blows in, killing the infernal undead.

The wounds of Darksaiyan are only minor, he will heal in a couple of days, but Ushat is in a more serious condition, a wound to herlower spine and liver among other yellow wounds, we'll have to survive without our only miner, and best fighter for a while. Luckily she dropped her pickaxe before going to bed. Other good news is that there are no other fire imps left in the magma pit.

6 dwarfs are injured now. only a month remains of my rule.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 06, 2008, 03:02:18 pm**

Quote from: Bralbaard on August 06, 2008, 02:32:50 pm

After several weeks Ushat officially announced that her great project was finished and working. The results so far are that the lower mines have completely flooded. The level above is coated with a thick layer of mud. Luckily the mines were not infested with carp. Ushat proudly spoke to the other dwarfs: "The plump helmets can now be planted" she claimed. Kib Halltraded, the fortress liason interrupted her victory speech by claiming that plump helmets would have grown fine on the dry peat soil, that can be found throughout the entire fortress.

There was an awkward silence, after which everybody went back to work. It's clear that we have no capable farmers in Halltraded. (note to self, read the wiki before building stuff.)

haha that brings back memories for me.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **iluogo** on **August 06, 2008, 03:22:45 pm**

well it looks like i'll have to clean up a whole mess

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Styrre** on **August 06, 2008, 03:31:11 pm**

That one looks like fun and more fun. Sign me up please. :D

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **August 06, 2008, 03:46:47 pm**

Quote from: Bralbaard on August 06, 2008, 10:07:04 am

No problem, I'm a newbie to dwarf fortress as well :-). just found the game a month ago. And I did not play much before starting this game. You're added to the list.

Cool, thank you. :)

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 07, 2008, 03:42:26 pm**

Darksaiyan got in trouble today, he was attacked by Matchedesort the skeletal carp. He was not carrying his deadly axe, and tried to outrun the skeletal fish. Matchedesort was too fast however, and cornered the dwarf at the riverside. When Darksaiyan realized that no help would come, he attacked Matchedesort with his bare hands, and luckily, emerged victorious, in fact, he completely tore the carp apart. Darksaiyan took great joy in the slaughter. For a man who loves carp, he definitely expresses his love in interesting ways.

Today the Rack of wine held another meeting. They were trapped here for nearly a full year now. The dwarves concluded that Bralbaard would go down into dwarven history as the worst leader that had ever been known. Not only had he been responsible for picking the location of the fortress, and for getting everybody stuck here, but he had also been unconsiou for the entire year of his rule. The dwarves (the ones that were not unconscious) decided unanimously that Bralbaard would be dishonorably discharched, and that a new leader was to be chosen.



There are only one or two days of winter remaining, the save is available here:  
<http://dffd.wimbli.com/file.php?id=400>

The farm has now been connected to the fortress but is still accesible from above, it's probably safer to make it inaccessible from the surface.  
Please note that the dwarves have not finished looting the caravan: it's way down at the south end of the map, above the small cave.  
Styrre, you have been added to the list.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 07, 2008, 04:01:12 pm**

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Care to upload a map for the public?  
  
Also, what size is the map?

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 08, 2008, 12:46:20 am**

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Is there any way to tell how big the map is once the game has started? my guess would be 4x4, but I'm not sure.  
I won't have time to upload a map before monday, I'm afraid. I will if nobody beats me to it.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **iluogo** on **August 08, 2008, 08:20:22 am**

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I'm sorry but i don't think i have time now so you'll have to skip me and christes can go

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 08, 2008, 02:48:01 pm**

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okay, I downloaded it.  
  
Note: it's 5x5.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 08, 2008, 09:29:14 pm**

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(Note: I'm roleplaying an engineer with high expectations here, so no offence bralbaard)

Journal of Christes, mechanical engineer and mason - sent by the mountainhomes to govern Halltraded.

24 Obsidian 301: I have been dispatched from the mountainhomes to govern some young dwarven settlement called Halltraded. Where my fellow dwarves come up with these names, I will never know. Truthfully, I slept through most of my briefing. I heard something about a river and some injuries among the settlers. No matter, it should be like governing any other dwarven settlement.

26 Obsidian 301: We have entered a horrifyingly cursed region of woods. My coach driver insists this is the only way to the settlement. What's worse, we are passing by a river and it is filled with skeletal fish. The driver and I had a brief scare when one hopped out of the river and followed us for spell. I will sleep with one eye open tonight. I hope this jaunt through these evil wilds will be over soon so I can get to Halltraded and begin my rulership there.

1 Granite 302: In the name of Litast, THIS IS THE SETTLEMENT?!? RIGHT IN THE MIDDLE OF A HORDE OF BLOODTHIRSTY SKELETAL FISH?!? WHO IN THEIR RIGHT MIND WOULD SETTLE IN SUCH A PLACE? I really should pay better attention to reports before I agree to these assignments. I suppose I have little choice now. With a knowing grin, the driver helped me with my goods and quickly left. Ah well, let us dwell on the positive. There has to be something positive about this scenario, right? right? right? Perhaps I can put my mechanical knowledge to good use in this settlement. With a river like this, we should be able to make some nice mechanical wonders.

2 Grantie 302: When I inquired who was in charge over the last year, the dwarves pointed to a miner laying unconcious on a bed in a communal room. Small wonder..

4 Granite 302: It appears the dwarves are using a quern to mill their goods. A quern! With such a powerful river nearby, it is a travesty to use dwarven muscle power for such menial tasks. I have ordered the miners to dig out space for waterwheels near the river.

9 Granite 302: I noticed today that the dwarves have built their magma forges and smelters directly on top of a pool of lava, rather than safely channeling the lava into another room. This makes me uneasy. I am told that they have already cleared the vent of its evil denizens. I hope so.



11 Granite 302: The dwarves here seem to be putting all of their refuse into one indoor stockpile. Though it is closed off from the rest of the fortress by a door, I am uncomfortable with such miasma stinking up the place at all. I have ordered an area outside to be walled off, accessible only via stairs. The rotting waste will be put up there, while skulls, shells, and bones will be kept in the old refuse area.



18 Granite 302: No mining has been done on my project yet. It appears the previous "ruler" holds a pick and won't let go of it. What's more, a liason from the mountainhomes is still standing by his bed, waiting. Creepy.

19 Granite 302: I gave my own pick to an accomplished miner from the settlement, named ushat. Things should get going on my project now. I also just about tripped over a pile of aluminum bars today. Despite my previous criticisms, I must commend my predecessor for stocking up on such valuable metals.

20 Granite 302: Elf merchants have arrived! Having dealt with the picky elves before, I took over the position of broker from my pathetically unconscious predecessor. I realized, to my horror, that almost all of our trade goods contained wood, bone, or some other substance that would offend the elves. I immediately ordered the metalcrafter to make aluminum goblets to trade. Hopefully he will be done in time. That metalcrafter chap seems to go by the unusual name 'darksaiyan.' These dwarves are a strange lot.





26 Granite 302: Success. Darksaiyan has come through with three aluminum goblets. Though I am not skilled at trading, I manage to trade two of the goblets for various elf knick-knacks and some booze. I somehow think they got the better deal...

27 Granite 302: The new refuse stockpile has been completed. Refuse is being shifted as I write this.



3 Slate 302: Production is going forward on my project. I am seeing to much of the mechanics myself. I have also ordered the construction of pump components - blocks, corkscrews, and pipe sections. Pumps are always useful.





6 Slate 302: I noticed that the farms were not producing food, so I asked the farming dwarves why. They told me that their previous ruler ordered them to grow plump helmets in the winter, but didn't tell them what to do in other seasons. Do these dwarves want to starve to death? It's not like we can eat skeletal carp.

12 Slate 302: Things have been very peaceful so far, but someone has reported a female a zombie pike stalking the area to the northeast. I will keep my eye on her. Wait a second, how do we even know what that undead thing's gender is? The world may never know.



13 Slate 302: Migrants! By Litast's talons, there are a lot of them. I counted at least twenty. Among them are 6 peasants 3 (!) metalcrafters and 3 children, as well as copious quantities of milkers and other such useless dwarves BAH! At least this immigrant wave had a weaponsmith and an armorer - I shall try to protect them. The fortress population is now 39 - almost tripled!!!

14 Slate 302: The migrants have decided to mill about outside, around the place where they entered. Don't they know where they are?!? Hanging around outside is suicide here. Come to think of it, why are so many dwarves crazy enough to come here at all?

19 Slate 302: A group of the immigrants finally decided to head towards the main fortress. Unfortunately, this caught the attention of the dreaded undead carp and pike, who rushed the bunch as they approached the entrance of the fortress. We are unsure of the exact numbers, but there must have been at least five undead fish 'running' around in a bloody frenzy, along with one skeletal fox. It was an ugly sight. Many immigrants were struck down, as were many native dwarves. Catten Erithid, an immigrant fishery worker, heroically held off the horde of undead fish, sacrificing her life for lives of many dwarves. All in all, 6 dwarves lay dead at the end of the end of the day, including that metalcrafter chap 'darksaiyan.' Now I'll never know where his bizarre nickname came from. I ordered his burial chamber smoothed for future engraving. (Note: sorry darksaiyan, I honestly tried to get you out of the way there, but it was chaotic as hell.)



I spent most of this time working underground on the waterwheels, but I heard the screams. They will haunt me for the rest of my life.

23rd Slate 302: It is still very dangerous outside. The Weaponsmith immigrant has been killed by an undead carp. I have ordered the armorer to not haul goods, but he insists that he must keep on going outside anyway.

25th Slate 302: My predecessor (who is still bedridden I might add) must have forseen last week's carnage as he dug out many alcoves underground for burial places. Unfortunately, the large (and still increasing) number of dead exceeds our capacity to build coffins in a timely manner. I ordered a room in the catacombs dug out as a temporary place to store the dead. It is better than rotting outside I suppose.

1st Felsite 302: My project is going through most of the fortress's wood supply. I order one of the immigrant peasants to chop wood with one of the axes left over from last month's carnage.

3rd Felsite 302: Finally good news! One of the waterwheels is finished. We now have a functional power source. More are to come.



8th Felsite 302: We ran out of alchohol - I should really watch that more carefully. Dwarves are getting slaughtered going outside to drink. I ordered more to be brewed, and also ordered a well room to be built. Finally, a reason to use pumps. We've got more than enough power now.

12 Felsite 302: Today, I was informed that Inod the jeweler withdrew from society. My first reaction upon hearing this was "who?" I've never seen this dwarf before.





Then I was informed that this dwarf was one of the original seven founders, but had lost an arm and was bedridden. I'm not holding out much hope:



14 Felsite 302: The armorer finally died after running outside one time too many - the fool. Now what will we do?

21 Felsite 302: Finally I have had a chance to view our graveyard. It is not an encouraging site. I salute those brave souls who made the ultimate sacrifice to save others. Ah Hell, I also salute the stupid ones who ran out to gather pig tail socks and were killed. May Litast watch over their souls, just a surely as she watches over her chicks.





1 Hematite 302: Summer has arrived. As I look back over my leadership up to this point, I am suprised just how much has occured in the last three months. I hope the next nine months will not be so bloody. The well is almost complete. I have installed a lever that will toggle the pumps to fill the water chamber. The dwarves are refusing to construct the millstone for some odd reason. I have ordered it placed next to the construction site to speed matters.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 10, 2008, 09:31:51 pm**

5 Hematite 302: Dwarves still steadily perish due to the undead fishy menace. Our numbers have dwindled to 22. Desparate, I order everyone to remain inside. This works, but dwarves can't gather wood while inside, so it's not a permanent solution.

13 Hematite 302: The millstone is now functional! If only we had something to mill. I must remember to get some sweet pod or cave wheat seeds from the next dwarven caravan.

14 Hematite 302: Ranger Lorbam, having lost both her husband and child to the dreaded boney menace, has gone insane. She runs around the fortress babbling. I fear we might all end up like her in the end, driven mad by constant fear of undead carp.

15 Hematite 302: At last, the pumps are finished. Now we only need to pull the lever!



FPS: 200\*

Dwarf Fortress

Idlers: 6



a: View Announcements  
b: Site a Building  
c: View Civilizations  
d: Designations  
u: Unit List      j: Job List  
k: Look Around   N: Note  
m: Military      x: Squads  
o: Set Orders and Options  
p: Stockpiles    i: Zones  
q: Set Building Tasks/Prefs  
r: View Rooms/Buildings  
t: View Items in Buildings  
v: View Units    h: Hot Keys  
n: Nobles and Administrators  
z: Status      U: Visualize  
Tab: Move this menu/map  
?: Help      Escape: Options  
;: Movies    D: Depot Access

Space: Resume .: One-Step

FPS: 200\*

Dwarf Fortress

Idlers: 5



a: View Announcements  
b: Site a Building  
c: View Civilizations  
d: Designations  
u: Unit List      j: Job List  
k: Look Around   N: Note  
m: Military      x: Squads  
o: Set Orders and Options  
p: Stockpiles    i: Zones  
q: Set Building Tasks/Prefs  
r: View Rooms/Buildings  
t: View Items in Buildings  
v: View Units    h: Hot Keys  
n: Nobles and Administrators  
z: Status      U: Visualize  
Tab: Move this menu/map  
?: Help      Escape: Options  
;: Movies    D: Depot Access

Space: Resume .: One-Step



FPS: 200\*

Dwarf Fortress

Idlers: 7

The screenshot shows a top-down view of a Dwarf Fortress. A well is visible in the lower-left area, with a small structure built around it. The map is filled with various terrain types, including mountains and rivers. A menu is open on the right side of the screen, listing various actions and their corresponding keys.

a: View Announcements

b: Site a Building

c: View Civilizations

d: Designations

u: Unit List

k: Look Around

m: Military

o: Set Orders and Options

p: Stockpiles

q: Set Building Tasks/Prefs

r: View Rooms/Buildings

t: View Items in Buildings

v: View Units

n: Nobles and Administrators

z: Status

Tab: Move this menu/map

?: Help

;; Movies

j: Job List

N: Note

x: Squads

i: Zones

h: Hot Keys

U: Visualize

Escape: Options

D: Depot Access

Space: Resume

.: One-Step

FPS: 200\*

Dwarf Fortress

Idlers: 8

The screenshot shows a top-down view of a Dwarf Fortress. A well is visible in the lower-left area, with a small structure built around it. The map is filled with various terrain types, including mountains and rivers. A menu is open on the right side of the screen, listing various actions and their corresponding keys.

a: View Announcements

b: Site a Building

c: View Civilizations

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u: Unit List

k: Look Around

m: Military

o: Set Orders and Options

p: Stockpiles

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r: View Rooms/Buildings

t: View Items in Buildings

v: View Units

n: Nobles and Administrators

z: Status

Tab: Move this menu/map

?: Help

;; Movies

j: Job List

N: Note

x: Squads

i: Zones

h: Hot Keys

U: Visualize

Escape: Options

D: Depot Access

Space: Resume

.: One-Step

Success! We now have a functioning well. The well has also been designated as a meeting place. Hopefully, this will keep the idle dwarves from wandering outside on their time off.

25 Hematite 302: Since the magma forge and smelter are outside, the dwarves will not use them or even go near them. This is annoying because there are THREE ALUMINUM GOBLETS sitting out there. pfaw!

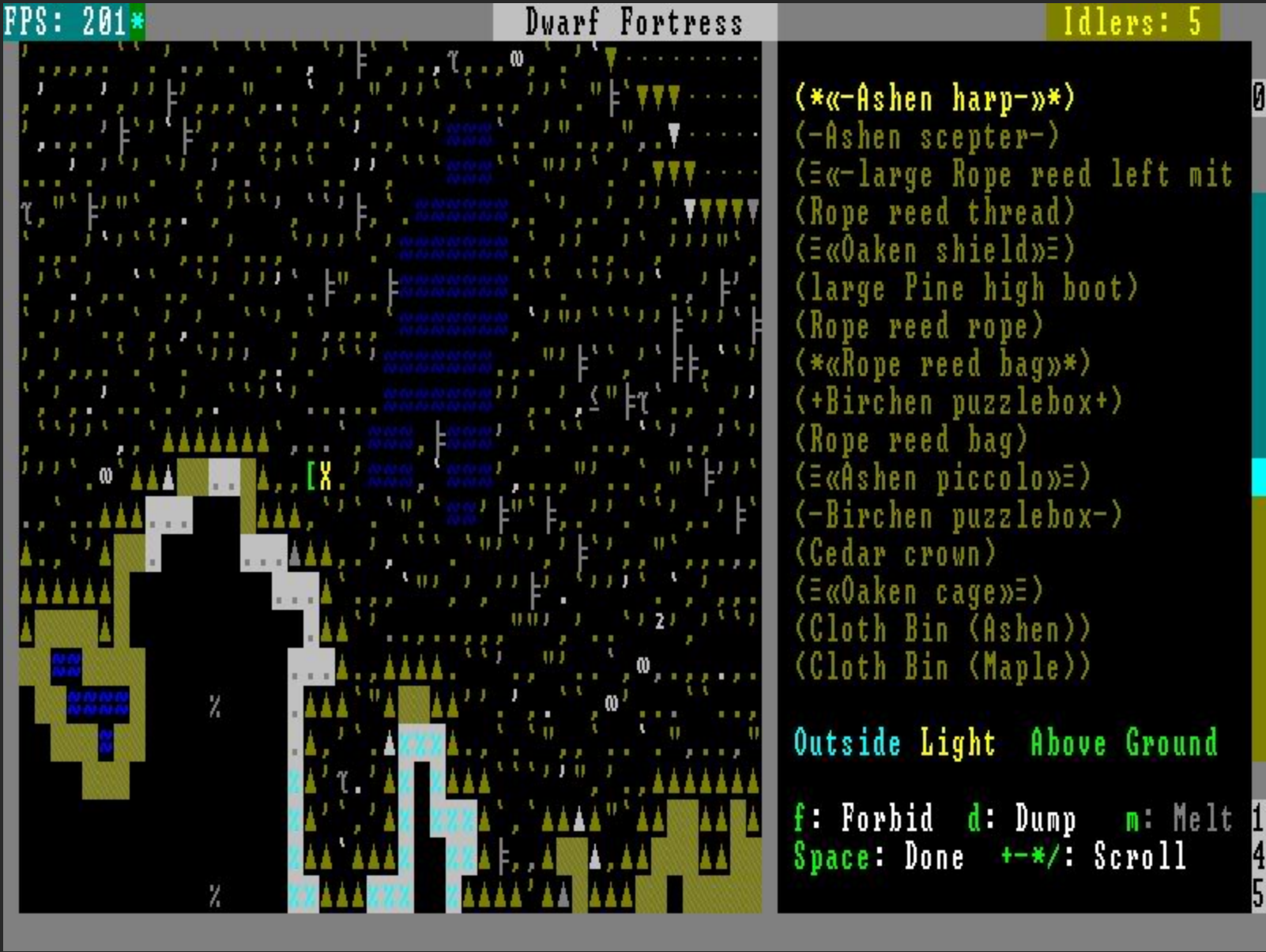




26 Hematite 302: Lorbam, the insane ranger has run outside despite my orders. She will not last long out there.

27 Hematite: The secretive jeweler Inod has finally gone insane. He had managed to crawl halfway to the the jewelers shop before he lost it. A pity.

1 Malachite 302: I forbade all items I could find outside and cautiously ended my mandate for dwarves to stay inside. All the dwarves in the fortress immediately charged out to a pile of loot in the north. Curious, I investigated it.



Wait? Those aluminum goblets looks familiar. Those are the ones we sold to the elves. Looks like the elf merchants didn't make it out last season. In touch with nature? hahaha! Might as well reclaim their goods. The undead carp certainly don't need them.

3 Malachite 302: Lorbam the ranger has drowned in the river. I was expecting her to be torn apart by carp, but no matter.

11 Malachite 302: It's time to start a military. I order a sparring area built and draft two otherwise useless dwarves to be wrestlers.

21 Malachite 302: Crazy Inod has decide to crawl outside, and encountered a ZOMBIE RACCOON. The result was underwhelming. They must have been hugging or something, since neither took any notable damage. I sent out the wrestlers, who scared off the raccoon. Inod is sticking around near the entrance.





24 Malachite 302: I am sick of staying inside like this. We can either cower inside like kobolds, or try to defeat the much-feared fish of doom. I am planning to set up a row of cage traps surrounded by walls to capture any carp approaching the fortress. I will send out my wrestlers to protect the dwarves while they work on the walls.

27 Malachite 302: Today the wrestlers and workers were approached by a skeletal sturgeon. This fish the dwarves know well. She has amassed so many kills, they call her "Clampurge the fleshy general" - a very strange name for skeletal fish, indeed. Regardless, all four dwarves present immediately jump on Clampurge:

<http://mkv25.net/dfma/movie-751>

... and the result was uninspiring. She wasn't even scratched. I think it's high time we started cowering like kobolds. After this fiasco, we only have 14 dwarves left. (Note: I failed to realize that sturgeons have size:10 ... ouch)

1 Galena 302: Urvad the clothier is stuck outside, being chased by clampurge. I hope this draws clampurge away from our fort, beast that she is.

3 Galena 302: Urvad has returned alive, and miraculously clampurge, that evil sturgeon, has decided to stay away.

6 Galena 302: No migrants have come this season. I can't say I blame them! I'd rather not be here either.

13 Galena 302: With clampurge away for a moment, I have decided to resume work on the wall out front.

22 Galena 302: Work continues steadily on the front wall. The dwarves are on alert in case of an undead fish attack.



23 Galena 302: Today, an advisor pointed out how easy it would be for the undead sealife to climb into the fort from my waterwheel



platform. Agreeing, I order a wall built around to discourage such an action.

28 Galena 302: Thus, we have reached the halfway point in my leadership of this land. It has been a very bloody affair up until now, but things are beginning to look up. The wall around the waterwheel platform is steadily going forward.



This should be finished soon enough. After that ... who knows? Perhaps we can find a use for all of the excess power being generated, if the undead menace will let us.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 11, 2008, 01:15:19 am**

Ouch!, those skeletal sturgeons are painfull..... and I was mostly worried about the carp when settling here.

Iluogo, will you take your turn after Christes, or should I add you to the end of the list?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 11, 2008, 02:15:37 am**

I've played through my year. I'll post the rest of tomorrow, after I've proofread it.

Good news: The settlement didn't die, yay!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 11, 2008, 02:09:57 pm**

1 Limestone 302: Bralbaard, the former leader, has finally recovered! I ordered him to resume mining operations. He has also proceeded negotiation with the very patient dwarven liason.

4 Limestone 302: The wall around the waterwheel platform has been completed. This has had the side effect of creating an interesting alternate entrance to the fort. I have taken advantage of this by placing traps and a door.



8 Limestone 302: Bralbaard has finished negotiating with the liason. We have requested wood, iron and steel, bauxite, seeds, and food. Notably, they want goblets. We can certainly accomodate that.

9 Limestone 302: The liason is not scared of skeletal carp:

<http://mkv25.net/dfma/movie-757-theliasonisnotafraidofskeletalcarp>



11 limestone 302: The front wall is finished!



12 Limestone 302: The dwarven caravan has arrived. Judging by their guards, they know what they're up against.



14 Limestone 302: The caravan has arrived at the depot. I traded some aluminum goblets and random clothing taken from dead dwarves for food, wood and various other goods. Some undead fish decided to attack the caravan. The guards made short work of them. If only we had good dwarves like that here.

<http://mkv25.net/dfma/movie-756>

17 Limestone 302: All of the fish on the west side of the river have been killed by the caravan guards, including clampurge. We're safe now, for the first time in a long time. I have ordered us to resume normal operations.

5 Sandstone 302: After many delays, Darksaiyan's resting place is being engraved. Tosid has begun engraving it ... with a picture of a demon. Great.



6 Sandstone 302: Once again, we have no migrants. Too bad, since things have stabilized.

24 Sandstone 302: Little is going on. I recently noticed that the river runs red with blood. I have no idea where it came from or how long it has been there.



6 Timber 302: The fourth and final waterwheel has finally been built. The power platform is complete.





18 Timber 302: We have begun construction on a water tower near the trade depot. I have adopted the classic dwarven design - compact and efficient. We will not be able to build a sufficiently large basin to hold the pumped water by the time my leadership expires at the end of the year, however. That will be the domain of my successor, if they should choose.

24 Moonstone 302: Work progresses on the tower. A skeletal fox has been captured in one of the cage traps. Be careful with that, folks.

28 Moonstone 302: The watertower is now closed from the outside, so the workers are in no danger from attacks by undead fish. The tower continues to grow. I think we will use up all of the pump parts that have been produced.

11 Opal 302: The pump tower is now the highest point in the entire region. I plan to put it to the test next week, whatever state it may be in.

28 Opal 302: It took longer to get ready to test the tower than I had hoped, but we tested it today. It was a total success. Water was spewing out the tower far faster than I expected it to, and almost immediately after turning it on, we rushed to turn it off, for fear of flooding the fortress. As it stands we made a muddy, wet mess.

<http://mkv25.net/dfma/movie-758-watertowertest>



16 Obsidian 302: We have used up all of pump parts I ordered built earlier, and it is too late to build more. Thus we have reached the highest point that the pumping tower will reach under my reign.

20 Obsidian 302: With only eight days left in my rule, I finally have time to spend on myself. I ordered a room dug out in the catacombs that will become my tomb - after all, one can never be too careful in a region such as this. Ushat 'Maggarg' Combinedcity, who has become my lover in the small amount of time I've spent here, has taken up the labor of love. She has become legendary in her mining skill during my rule.



21 Obsidian 302: Ushat has hit a deposit of aluminum while digging out my tomb. Now I feel no shame in having a aluminum sarcophagus made for myself. After all, it is because of my tomb that aluminum was discovered.



22 Obsidian 302: No one around here has any idea how to make an aluminum sarcophagus. I guess it's only fair I make it myself, then.



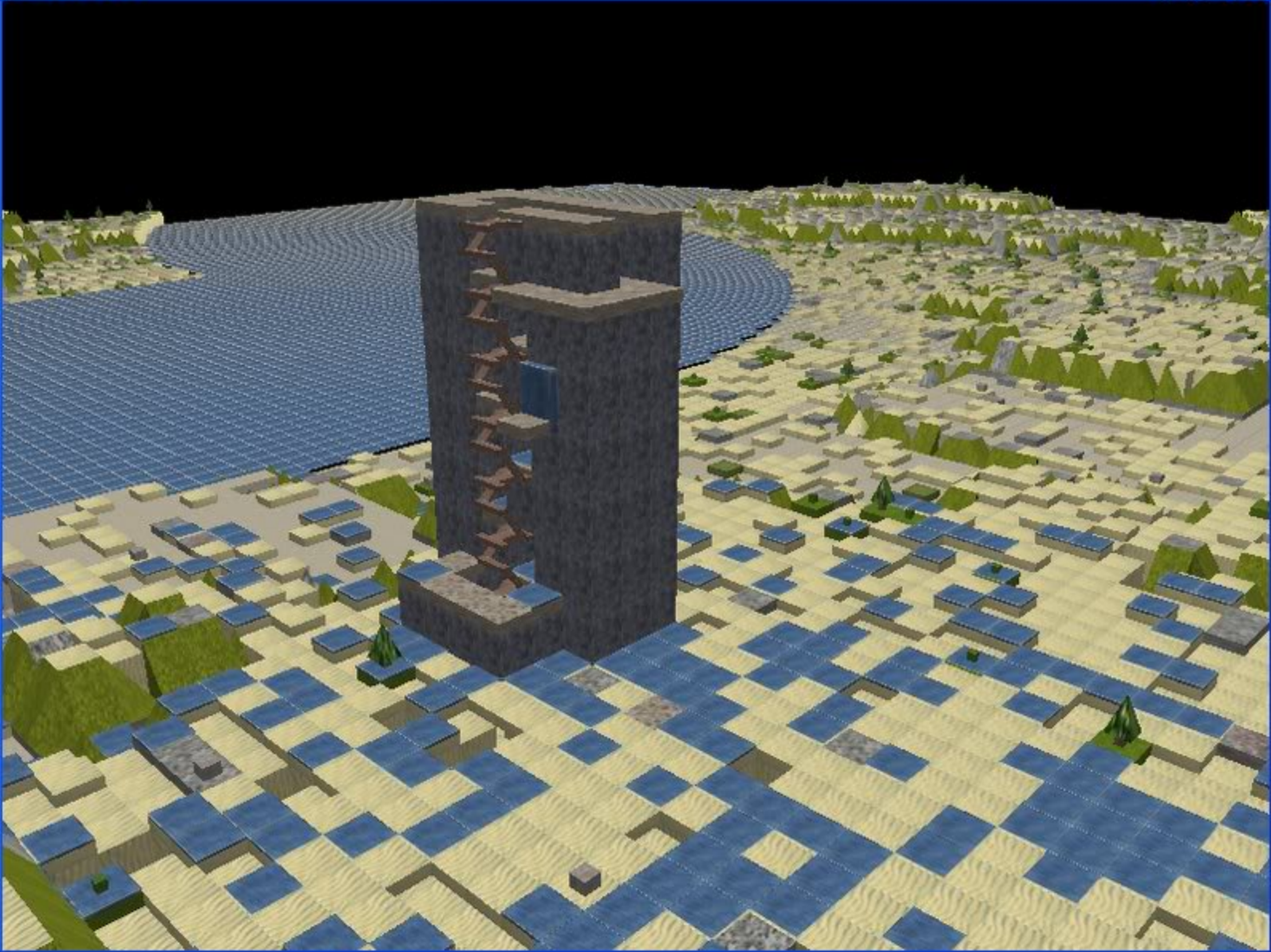
24 Obsidian 302: Everything is placed in my tomb, and I have ordered it to be smoothed for engraving.

26 Obsidian 302: I have also made a tomb for Ushat, right next to mine.

27 Obsidian 302: And so my rulership over, I can finally rest. It has been a bloody affair, but I think things are beginning to look up. The surviving dwarves are probably stronger for having gone through such an affair, and now we can begin to thrive. Of course, we will always be at the mercy of the undead fish, but they appear to have lost interest for now. I will remain here as a mason and engineer, serving whoever comes to rule next.

Here is a picture of the water tower from 3dwarf:





Here is the entry in the DF map archive

<http://mkv25.net/dfma/map-4161-halltraded>

And finally here is the save:

<http://dffd.wimbli.com/file.php?id=419>

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 12, 2008, 01:35:08 am**

It's good to see that I'm still alive. Sleeping it seems, is a good survival strategy.

I send Iluogo a PM, if he does not respond in two days I'm going to assume he is still busy. I think Keldor is playing a turn in the Fetid Bridge fortress, so it won't hurt to wait a couple of days.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 14, 2008, 12:59:28 pm**

Ok, we'll skip Iluogo, I'll PM Keldor that his turn is up.

Let the carnage continue! ;D

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 14, 2008, 10:59:49 pm**

Ok, got the save. Let's see how many dwarves I can ~~kill~~ keep alive!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 15, 2008, 03:38:55 am**

Cog "Keldor" Boltswealters was furious, filled with a seething rage. Things were simply not going well at Halltraded. Not that they ever did, of course, but the last year had been particularly awful.

That year, no fewer than twenty-seven fine dwarves had perished! Among them friends, and worse, children. Truely this Armok forsaken place was the closest thing to hell on this side of the mortal barrier!

Faced with such horrors, surrounded by the festering undead fish that walked, not swam, the place, looking to feast upon any creature foolish enough to stray alone, even the bravest human would have run home, crying out in fear. As for the elves, no doubt they would simply fall to the ground weeping, overcome. But the dwarves, they alone would be strong enough to face the horrors and not just survive, but prosper.

And Keldor was a dwarf.

The last year had sickened him, and Keldor was not about to allow the foul undead to win. So when Christes stepped down from his leadership of Halltraded, standing before the weary dwarves that still lived, asking one of them to take his place, Keldor, the humble fisherdwarf stood forth.

"Dwarves of Halltraded," he announced, "for too long have we suffered to the denizens of the dread river. Too many dwarves have been dragged into the depths, to be torn apart and devoured by the foul ravenous undead. And worse, even our own beds hold no safety, for the fishy menace leaves the river at will to stalk down our children, and drag them back into the fetid waters! But no more!"

At this, murmuring spread through the gathered dwarves, for what could they possibly do in the face of the river?

"I say, NO MORE! For I have a plan! After all, what danger are fish out of water?"

Several skeptics raised eyebrows at this. And why shouldn't they? Every dwarf could vouch that these foul fish swam across the land just as they did the water.

"Nae, they may still charge and bite, but without the water, they no longer hold any advantage over us! Without the water, they will feel the crushing blows of our hammers, and be felled by our axes as surely as the tallest oak! And those that escape will be dried out by the scorching sun, becoming brittle and weak before finally turning to dust. And without water they shall be, for we shall dam this damned river!"

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Styrre** on **August 15, 2008, 08:31:32 am**

Wait, if the river is already damned, why dam it again? \*SCNR\* ;D

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 15, 2008, 11:28:33 am**

LOL :)  
  
But damming the river :o, it is almost 50 squares wide, filled with undead, and does not freeze over in winter.  
( I as a newbie have no clue on how it could even theoretically be done)

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 15, 2008, 01:10:07 pm**

In order to dam it, I had just envisioned a big row of pumps on a bridge across the river, each pumping upstream. Then the downstream part of the river should just flow away, allowing the dwarves to build a wall on the riverbed.  
  
I'm not sure exactly how water behaves if you pump water onto a layer of already existant water (waterfall anti-pileing rules come into play, and I don't know if pressure calculations will just teleport the water back into the river or not...), but in worst case, it's a fairly simple matter to just restrict the water to flowing up off the map.  
  
The biggest problem is actually getting the thing done. I've played the first month, and the dwarves have completed all of... one floor tile. I'll have to post some archers or something to deal with the two or three carp which keep chasing off the dwarves. In addition, I need to build components for no less than 47 screw pumps. I'm hoping I can find some ore so that I don't have to build them out of wood! I don't think dead trees ever grow back.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 15, 2008, 01:42:17 pm**

(47 pumps)\*(10 power/pump) = 470 power.  
  
Err, How are you going to get power? Hopefully windmills... But that is a LOT of windmills.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Jakeypoo** on **August 15, 2008, 08:22:44 pm**

that's only like, 6 waterwheels, it can be done...  
  
It might be easier to dump Lava into the river though, you have a pipe, right? if so, that's an infinite source of lava (can you make steel yet?) you could just dam the river with obsidian, right? With channeling, you might be able to only need one, possibly two screw pumps, and they \*can\* pump lava if they're not made from lava safe materials, they'll just... uh... break quickly.  
  
Looking forward to seeing the damn river damed. :D  
  
Additional bonus: You don't need to defend a lava-channel from undead, it kills them.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 15, 2008, 09:47:57 pm**

I already built 4 waterwheels, so that's almost enough there.  
  
But ... If he's damming the river, how will the wheels get power? Short of the perpetual motion exploit, of course.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 16, 2008, 06:39:01 am**

Doh! I hadn't even thought of using lava!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 16, 2008, 08:08:39 am**

In the days following Keldor's speech, the atmosphere of Halltraded changed from its usual fearful grimness to something possibly even approaching the cheerfulness of a typical fort. Old feuds were forgotten, laughter could sometimes be heard from the hall, and Bralbaard was once even caught humming to himself, although he later denied this, as he worked on the numerous preparations for the great undertaking.  
  
Keldor had laid out an elaborate plan for blocking the river, wherein a huge array of pumps would halt the flow of the river long enough for workers to build a wall across the bottom. It was agreed that this would probably work, although no one was sure quite how the water would react to being pumped back upon itself. Still, as Christes said, it would be a simple matter to divert the already pumped water away from the river should there be any problem.  
  
\*\*\*  
  
"It's a well known scientific phenomenon that magma will never flow upward, it is simply too viscous," explained Christes. Discussions were underway concerning the building of a great underground magma forge, which would be not only safe from fire imps and their ilk, due to allowing the lava used to flow a distance from the main vent, but which would boast an impressive production capacity several times that of the old forge. "Thus, we won't have to worry about the lower levels being flooded with magma, provided that access to the magma reservoir is limited to strictly from above."

"That's all very nice," objected Bralbaard, "but what use is a forge without any metal? Ye know as well as me that the only metal we're found in this place were a couple bars worth of aluminum!"  
  
"I'm certain that there are some nice metal deposits around here somewhere," Ushat jumped to her husband's defense, "it's just a matter



of digging a few exploratory tunnels until we hit some."

"Hmph. I hope ye don't think *I'll* be the one to dig tunnels all over the place te find it," snorted Bralbaard.

"Of course not! *You* will be updating our stockpiles. I notice that we still do not have a count for how many bars we got off the merchants," snapped Keldor.

"BAH!" Bralbaard stormed off.

Keldor sighed. "Anyhow, how are we going to breach the lava tube in order to fill the reservoir without anyone getting incinerated? Not that I'd mind so much if Bralbaard-

"Keldor!" Reprimanded Ushat.

"Erm, yes. But how will we manage it?"

"Quite simple, really," explained Christes, "Remember how I said that lava never flows upward? Well, it just so happens that the lava tube exhibits a large amount of stratification, wherein layers of magma do not fully overlap each other..."

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 16, 2008, 08:32:47 am**

Eventually, however, it became clear that in order to complete the dam in a timely fashion, some of the pumps would have to be made out of wood. This was rather unfortunate, since no dwarf really thought that the dead trees in the area were likely to regrow, and thus it was imperative that wood be used sparingly, a massive pump construction project being no one's idea of sparingly.

Still, a section of forest was designated for logging, and Olin, the carpenter, took up her axe to begin, thankfully unnoticed by the small heard of undead deer that was passing by.

Meanwhile, the construction of the pumping platform across the river had ran into some problems.



"It's no good," said Tosid, "I simply can't get close enough to work without those accursed carp seeing me."

"I told you this would never work," muttered Bralbaard.

Keldor ignored him. "You said there were only two or three of them. Perhaps if a couple of us took some crossbows and stood guard we could handle them? Bralbaard, how many crossbows and bolts do we have in stock?"

"Dunno," said Bralbaard.

"Well, you're the record keeper! Go find out. And if we don't have any, place a work order for some. Five crossbows and ten quarrels of bolts should be enough."

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 16, 2008, 02:26:23 pm**

Wait did Christes marry Ushat now?

Second, the lava idea is fraught with all sorts of peril as well, so you don't have to worry.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 17, 2008, 04:25:22 pm**

Quote from: Christes on August 16, 2008, 02:26:23 pm  
Wait did Christes marry Ushat now?

Erm... I doubt it. I just misinterpreted what you had said.

Anyway, moving along with the story...

A stirring had run throughout the fortress. Elven traders had arrived! The meeting hall was filled with the chatter of dwarves, some placing bets on how many pieces the dread fish would rip the elves into, others speculating on what types of booze the elves brought with them.

"Bralbaard! Shouldn't ye be heading up to the trade depot? The elves aren't going to just give away their goods ye know."

"Pah, they don't need to. We just need to wait, and before long, their goods will be free for the takin'. Unless ye think they'll make it to the depot and away again?"

"Well," Ushat didn't really think that the elves would survive either, but she continued, "don't ye think ye should head on up, just in case?"

"Oh very well. But if there be no elves to trade with, ye owe me a drink!"

Bralbaard stood up, still grumbling, and left the hall.

\*\*\*

"Bralbaard! There ye are!" Keldor hailed down the hallway, "How went the trading?"

"Ah, I think ye'll be pleased," Bralbaard responded, a touch of smugness in his tone.

"Oh? How is that? Did ye get us some fine drinks?"

"Well, no."

"Perhaps we got somethin' to add to our larder then? Or else somethin' to brew into drink?"

"No an' no."

"Surely ye didn't just get a bunch of empty barrels, then. I know that wood be scarce around here, but still-"

"Nope!" Bralbaard grinned. "But if ye come this way, I'll show you."

"Hmph. This better be good then." Keldor followed as Bralbaard led the way toward the south entrance.



Keldor stood before the cage, eying the creature within nervously. Whatever he had expected, this was not it.

"I dunno, Bralbaard. Are you sure its safe?"

"The elves say it's perfectly tame."

"And you trusted *them*?! They're elves, for Armok's sake!"

Within the cage, the giant eagle calmly watched the two dwarves argue.



"Well, I didn't just take them at their word! They showed me how to feed it, like this-" Bralbaard held a berry through the bars, which the eagle gently plucked out of his hand.

"It eats berries?!" Keldor exclaimed.

"That's what the elves been feedin' it. Looks like it likes 'em to me."

Keldor shook his head in disbelief. "Well, I suppose ye can keep it. But if it causes any problems, I'm holding ye responsible!"

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 17, 2008, 04:56:36 pm**

Ok, that is really awesome. I didn't even know they sold giant eagles.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **NTheGreat** on **August 17, 2008, 06:14:51 pm**

This looks like fun.

Put me up on the list, assuming that the fort lasts that long.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 18, 2008, 01:07:47 am**

A giant eagle, cool. Now if we can only find it a mate :-)

NtheGreat, I added you to the list.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **August 20, 2008, 10:28:15 am**

Just an update to let people know that I'll be in Italy from friday onward for my work. I won't be able to check the forums or update the first post of this thread with new info. I'll be back in september.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **August 20, 2008, 10:47:34 am**

Can I just check that I'm still waiting on Keldor, not that you guys are waiting on me?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 23, 2008, 12:23:45 am**

How's it going, Keldor? It's been a week.



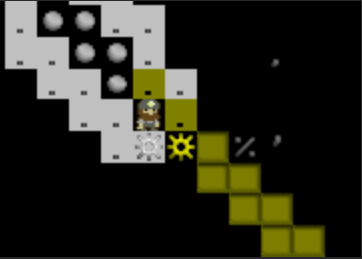
Keldor walked down the freshly dug tunnel, nodding his approval. "Well done, Ushat. We will soon need no longer fear the fishy menace while we retrieve whatever finely crafted socks happen to be among the wreckage of any ruined caravans!"

This was indeed true. The tunnels had been suggested by Bralbaard as a way for dwarves to travel without exposing themselves. The idea had instantly become popular, and so Ushat and Bralbaard had sat down together to lay out plans for the first tunnels.



After several days of digging, Ushat was seen to run out of the partially tunnels, evidently excited about something. The cause was soon clear.

"Zircons! We've struck clear zircons!"



"What? Where??" exclaimed her lover, Christes.

"In the underground cartway! There's a whole vein of them!"

"Good work!" Bralbaard had entered the room. "I'll see about getting them mined out in a jiffy."

"Oh no you won't!" retorted Ushat, "I've seen the way you flail about with that pick! You're not going anywhere near them!"

"What?! I'll show you who's a better miner you beardle-"

"Bralbaard! Enough of that!" Keldor had arrived in the hall with a mug full of a white substance that the human merchants had named 'milk'. The dwarves had all agreed that it was no substitute for ale, but it was all that was available. Thus, Keldor was rather grumpy, more so than usual for a dwarf. "Get your hairy rear end to the mason's shop and start carving some blocks for the pumps! You won't be goin' near those gems until ye can prove yer ability to cut rock precisely."

Bralbaard gave Keldor a mutinous scowl and stormed off.

\*\*\* More coming soon \*\*\*

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 24, 2008, 02:42:50 am**

"Of course! I have it now! The solution to building the dam!"

Bralbaard had been in the process of being chewed out by Keldor, who had just discovered that Bralbaard hadn't done a scrap of record keeping all spring, since no one had thought to provide him an office.

"...and if ye had just told someone we could have had one built for ye, but NOOO, ye- eh?" Keldor looked momentarily surprised at the outburst from Bralbaard.

"We just have to divert the volcano into the river! I heard they did that to solve the elephant problem at Boatmurdered! It's sure to work!"

"Of course! But then," Keldor mused, instantly interested, "ye could dig a channel for the lava to pour through down to the river, which would soon plug it up. And then... Bah! How did ye intend to stop the flow of lava once ye had it started? We don't have any steel to build a floodgate like they did at Boatmurdered!"

"We use the water tower, of course!" Bralbaard said.

"What, ye mean block it up by tipping the tower over into the lava?"

"No! The water IN the tower! Or rather, the water that will be in the tower when it's finished," Bralbaard explained, "if we cut a hole in the top of the lava tunnel, we can simply pour in lots of water all at once and freeze the lava back into stone."

Keldor pondered this. "I'm sure there'll be an 'undred things that can and will go wrong with yer plan. Still," Keldor added, seeing Bralbaard's expression, "it be a good idea. We'll all assemble in the hall tonight, an we can discuss it further after we all drink on it."

It was true that dwarves drank on things when they needed to think them over, just as other races slept on them.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 24, 2008, 03:09:45 am**

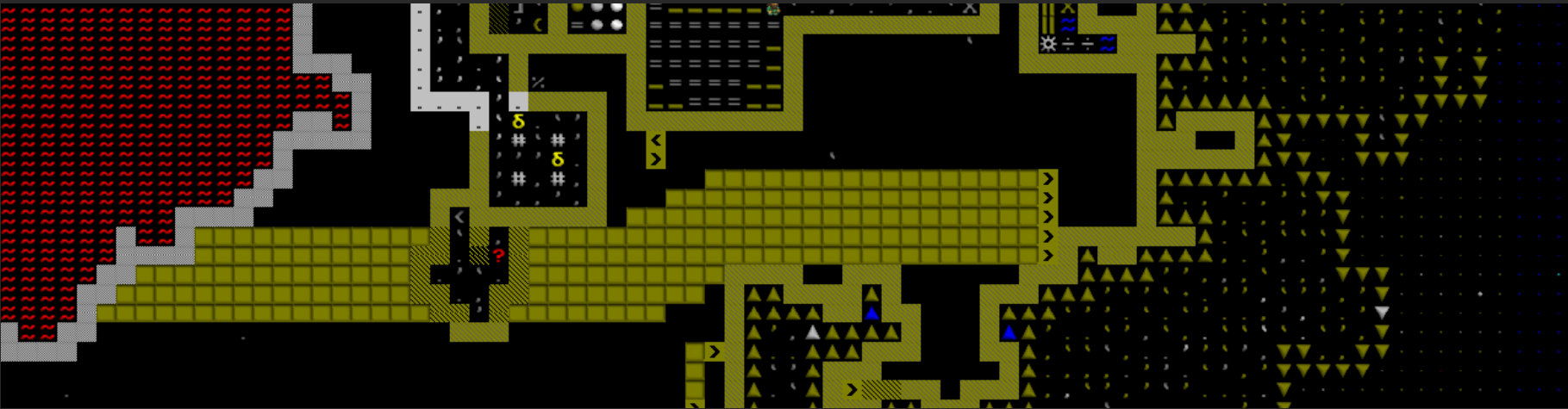
That night there was a small party in the meeting hall, as rumor spread of a new way to dam the river, one that might even work so fast as to be finished before the first days of summer.

Soon the dwarves had drunk themselves into the slightly woozy state that dwarves like to be in when they think over serious problems, that state where they could see doubles of everything in the room, or what the dwarves called "seeing both sides of the issue" (oddly enough, the elves called this state "stoned", which the dwarves viewed as an apt and surprisingly civilized stance for elves, what with the implication that the "stoned" dwarf was fully down to the earth, their mind considering the rock solid realities of the given situation)

"Ladies and gentledwarves," announced Bralbaard, "I have sholved the pro- \*hic\* the problem damning that Armok-dammed - er - dammed Armok-damned- that is, damming Armok's Dam river- no- Damn! Ye all know what I mean..."

Bralbaard's plan was immediately taken up by the other dwarves, their thoroughly stoned sensibilities and ability to see both sides of the proposal handily putting to rest any concerns about the idea. Before long, charts were drawn up, and the plan finalized, and the dwarves dispersed their own ways, cheers of "Dam it, dammit!" still ringing through the halls.

The great damming project had finally begun in earnest.



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **shackleton** on **August 24, 2008, 02:15:20 pm**

This looks like a lot of fun - I would ask to be put on the list, but my computer is far too weedy to take such a large map. What are your plans for the giant eagle? A souped up guard dog?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 24, 2008, 04:35:15 pm**

Quote from: Keldor on August 24, 2008, 02:42:50 am

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It was true that dwarves drank on things when they needed to think them over, just as other races slept on them.

oh dear... Using Boatmurdered as a *positive* example of fortress management? This should have some interesting consequences.

And if you aren't planning it already, might I suggest a small channel in the dam to let water activate the waterwheels? You'll get no power otherwise.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 28, 2008, 04:57:16 am**

As the days passed, Keldor thought of the trees he had left behind. Back home, the trees had been alive, and would be bright with new growth. Here, they were just as brown and dead as ever. For a brief moment, Keldor thought he knew what the elves must feel like, how they loved their forests. Their green leafy forests, full of life. Perhaps they weren't the mud-brained hippies everyone thought they were after all. Perhaps-

Keldor's reverie was broken as Bralbaard crashed into the room. Not a stormy sort of crashing, but more the cheerful sort of crashing that a waterfall might wake. Bralbaard was happy about something.

"The guard wall is finished! Now the only thing left to do is dig the lava tunnel, and we can dam the river without worrying about lava spilling all over the place!"

"Excellent work!" Keldor exclaimed, "Did the carp give you any trouble?"

"Not a sight of them. They have no idea what's going to hit them," Bralbaard chuckled, "I hope they don't mind warm water."



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 28, 2008, 05:47:27 am**

There was an unusually pleasant atmosphere in the dining hall that evening, fostered by the dreams and ambitions of the dwarves, so close once the dam was finished.

"An' then I'll finally be able to go fishing," Keldor was saying to Christes, "Perhaps I'll even catch somethin' to put on our dining table, but I say just bein' able to relax an' fish will be enough."

"Hahah, while you're fishing, I'll be prospecting for some proper ore," Bralbaard interjected, "Nothing beats pannin' for gold to relax yourself."

"Aren't you forgetting something?" Ushat broke in, "The upstream part of the river will still be full of undead fish, and the bottom half will be dried up. I don't see how either of you could fish or pan for gold."

"Now don't you worry about that!" Christes laughed, "Once the dam be done, I'll build ye all a special aqueduct, complete with large grates just big enough to let small fish in, an' pump streams up into the hills to flow back into the aquaduct so ye can prospect for any gold in the region."

"Hear, hear!" Bellowed Bralbaard, "That's the spirit!"

And so the merry banter of the dwarves continued, dampened only by the severe lack of booze, the last count being only two pints of dwarven wine at the bottom of the last barrel. Still, even this didn't upset the dwarves overtly, since they would be able to brew as much as they pleased once the fortress was secured.

During a particularly jolly bout of laughter, Cilob Zesmosus, the animal trainer, burst in, looking extremely agitated. "The dead! The dead have risen from their graves and are marching on us!"

The cheerful mood evaporated at once, as dwarves rushed about, looking for anything to use as a weapon and murmuring to each other.

"But surely the dead are all safe in their tombs?"

"Maybe one of the caravans didn't make it home, and now they want revenge!"

"Perhaps they've climbed out of their coffins and are making their way up the stairs!"

"EVERYONE SHUT UP AND SIT DOWN!" Keldor shouted over the panicked dwarves, "Good. Now, Cilob, exactly what did you see?"

"I was letting the eagle out of its cage to stretch its wings for a while outside when I saw them. They're coming from the north. I didn't see just how many of them, but they were definitely dwarf shaped, an' the caravan's not due for months, an' no sane living dwarf would be caught out there!"

Keldor nodded, his face set in a grim expression. "Right them. Bralbaard, Christes, you go around the fortress and secure any possible entrance you find. Ushat, you find the children and guard them in here. The rest of you, spread the word and wake anyone asleep. Then rally at the inner gate. Not you, Cilob, I want you to show me what you saw so we can get a better idea of what we're up against. Now go!"

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 28, 2008, 06:07:01 am**

Urist Sobìrlikot the mechanic looked around. The forest had only gotten gloomier, despite the leafless, stunted trees. Overhead, the sky was sullen gray, overcast, and threatening.

"I knew this was the wrong way," grumbled Dîshmab íkthagamost, a fish dissector, "No dwarf could live out here!"

"Stuff it," Urist replied, "The merchants said to follow the great river, as does the map, and if that ain't a great river," Urist gestured to the

vast expanse of water, the smooth surface belying the powerful currents below, "then I don't know what is!"

"Just face it!" Dîshmab snapped, "We're lost!"

"No we ain't!"

"Yes, we are."

Their argument was abruptly cut short as Kadol Lisidnil, the metalcrafter, burst out, "Look! Up there! Lights! An' look over there, that stone outcropping on the edge of the river ain't natural! Those lights must be torches! We've made it!"

The dwarves gathered together for a moment, before rushing forward. Migrants had arrived at Halltraded.

Some migrants have arrived, despite the danger.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 28, 2008, 08:44:28 am**

Keldor arrived outside and immediately heard a commotion coming from the north.

"AIEE! Sweet Armok, what is that thing?!"

"Help! It's after me!"

"Quick, smash it with a stick!"

"Getitoff! Getitoff! Yeowch!! It's teeth are needles!"

\*CRUNCH\* \*clatter\* \*clack\*

"That'll show it, Kadol!"

Keldor realized with a start that none of the voices were familiar. Certainly no dwarf here was named Kadol. "Those aren't the living dead!" Keldor whispered in an undertone, "Cilob, come on, let's see what they want. Quietly now."

"What WAS that thing?"

"It looks like it was some sort of fox. Anyhow, it's dead now."

"I think it was dead before it even attacked us. Look at that! No skin or muscle at all! Just bones."

"Grab a rock and let's smash it to dust, just to be sure."

Keldor gasped from his hiding place. If the dwarves tried to do that, the racket would attract all the fish in the river! He couldn't let them be torn to shreds, they looked like decent folk, after all, or at the very least, not the sort of folk that would try to kill all that lived in the area. Those sorts of folk were in short supply around here.

"Stop!" Keldor stepped out from behind a boulder, "Be quiet and follow me, we don't want to attract attention."

"We should just smash it first," objected one of the newcomers, "I doubt there's anything alive to hear us for miles- oh-" The dwarf gulped as the enormity of what she said struck. Soon, a murmuring began to spread through the dwarves.

"I said follow me," Keldor repeated, "we can talk more once we get indoors."

"You'd better do as he says," muttered Cilob, "There's far worse out here than skeletal foxes."

The newcomers hastily broke apart and set off following Keldor. After a few moments, Keldor paused and turned. "Oh, welcome to Halltraded."





Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 28, 2008, 09:07:16 am**

Before long, the dwarves were safely inside, although not without Dîshmab the fish dissector, along with someone's dog falling prey to a skeletal cougar, nor without a run in with one of the fish - a skeletal carp. Both undead were rapidly dispatched, but nevertheless, Dîshmab's death hung over the dwarves like a black cloud. It was plain that here death itself clung to the land, a fetid mist waiting to swallow up any who strayed from their path.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 28, 2008, 03:13:48 pm**

At least it was the fish dissector :P

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Styrre** on **August 29, 2008, 02:17:51 pm**

Quote from: Christes on August 28, 2008, 03:13:48 pm  
At least it was the fish dissector :P

But now the fish will go undissected! Oh, wait, there wasn't any meat on them to begin with.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 30, 2008, 12:22:22 pm**

Quote from: Styrre on August 29, 2008, 02:17:51 pm  
Quote from: Christes on August 28, 2008, 03:13:48 pm  
At least it was the fish dissector :P

But now the fish will go undissected! Oh, wait, there wasn't any meat on them to begin with.

Fish at halltraded come pre-dissected. That way, you don't have to! Note: pre-dissected fish are still in a beta stage, and may cause instabilities to your fortress.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 30, 2008, 01:26:28 pm**

"See? I told you we were going the right way, and now here we are, at Halltraded!" Urist was still going on about his navigating skill.

"Oh, right," Kadol spat, "ye know, if ye ask me, I'd say that you've led us to the wrong Halltraded. This plainly is a different Halltraded from the one the merchants were talking about!"

"An' who asked ye?" Urist looked indignant, "Besides, the dwarves here say this is the only Halltraded there be."

"Bah! They only be sayin' that cause they want the free labor! If they told us where the real Halltraded was, they know we'd be out of here faster than ye can blink!" Kadol slammed down his mug and stormed out of the room. The fact that the mug was only filled with water, the last drop of booze now being gone, had not helped his mood. Kadol needed some time to think, and he did that best at the forge.

**Kadol Lisidnil, Metalcrafter cancels Store Item in Stockpile: Taken by mood.**  
**Kadol Lisidnil, Metalcrafter withdraws from society...**

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 30, 2008, 02:11:59 pm**

Reg Dedukäs went sprawling as Keldor shoved her. "What in bloody hell are you doing up here?!"

Reg picked herself up off the floor, face red with anger as she brushed off her beard. "We're throwing a party ye numbskull!"

"Ye're suppose te' be down in the farm, planting our next crop!" exclaimed Keldor, "Unless ye want us to starve!"

"I DID sow the farms, every bit ye said!" Reg was indignant.

"Oh? Perhaps ye'd like to show me then, 'cause I must be missin' something when I looked down there nae a single moment ago!" Keldor glowered.

"Fine!" Reg stomped off after Keldor, most upset at being treated this way.



The farms lay before the two dwarves, neat little patches of vigorously growing mushrooms, each with an orderly border of small stones separating that patch from the surrounding expanse of mud.

"Ye see?" Reg gestured toward the patches of mushrooms, "Now, unless ye think I can be making them grow faster by singin' to 'em like the elves do, I'll be headin' back to the party!"

Keldor moved to block Reg's way. "Ye call this sown?! What about all that mud in between? It don't look sown to me!"

"Of course it ain't, ye twit!" Reg shouted, "Ye never told me what te plant there!"

"What?! I told ye to plant plump helmets in each of the plots!"

"Ye told me to plant that plot, that plot, and those four over there with plump helmets. Ye never said what to do with the others!"

"What others?! Ye don't mean te say that all this be another plot??" Keldor looked astonished.

"That be exactly what I'm sayin'!" Reg spat, "Can't ye see the little rows of stones dividin' them?"

"Those are each plots??" Keldor shook his head in amazement. And indeed it was true, the entire chamber was divided into sections, yet each section was scarcely big enough for a dwarf to lie down in. "An' who's idiotic idea was that??"

"Dunno," Reg shrugged, "Bralbaard's I expect. May I finally go now?"

"Bah, fine!" Keldor snapped, "but I expect this entire room filled with plump helmets by this time next week. Every single plot!"

((I discovered that the dwarves weren't doing much planting because every single farm tile was a different, separate plot, so I had a lot of crop assigning to do...))

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 30, 2008, 02:28:35 pm**

Kadol glanced furtively over his shoulder, making sure that no dwarf was nearby, before slipping his treasure out of his robe and onto the anvil at the magma forge. He stroked the bar lovingly as he gazed upon it. In his mind, he could already see it in its final form.

Kadol picked up the tongs and smithy hammer, which lay nearby, and grasped the bar, ready to thrust it into the heat. Then he stopped.

"No, no, no, this anvil won't do. Need something better to work on," he whispered to himself, "need some blocks, yes, felsite is best."

With another look over his shoulder, Kadol set the tools back down and carefully hid the bronze bar.

**Magma Forge**

<b>obsidian</b>	<b>[B]</b>
<b>(Iron anvil)</b>	<b>[B]</b>
<b>(Bronze bars)</b>	<b>TSK</b>
<b>Felsite blocks</b>	<b>TSK</b>



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **August 30, 2008, 02:42:36 pm**

Oh God, I didn't realize that all the farm plots were separate =/

I'd recommend that you just get rid of them all and make a new one.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **August 30, 2008, 02:58:33 pm**

At last, Kadol emerged from the forge. His beard was matted, soaked with sweat and covered in dust, and he looked half-starved and thin, nearly like a human, yet his face held an expression of pure joy. In his hands was a magnificent bronze idol, a figure wearing a evil looking suit of full plate mail while wielding a wicked looking axe. The armor was spiked, such that a dwarf wearing such a suit would be as dangerous with as without a weapon.

The helmet of the figure covered the whole head, so that the face could not be seen, just the gruesome mask styled after the head of some monstrous creature. Yet, closer inspection revealed that the mask was hinged, and could be lifted away as a visor. Any dwarf doing so would discover the face of of a child, carved from solid felsite. The child's expression was tranquil, calm and innocent.

As a whole, the idol was a fitting metaphor of life in the fortress of Halltraded. A grim specter of death at first glance, and yet, hidden within, a spark of hope, that the future needn't be as the past. And such was the idol named, "Peacepregnant the Abysmal Reputation".

Kadol gazed lovingly at the figure for a moment more, before wrapping it in a silk scarf and tucking it away in his robe. It was time to reveal his treasure to the others.

**Bisólmerir Sosasennol, "Peacepregnant the Abysmal Reputation", a Bronze idol**  
This is a Bronze idol. All craftsddwarfship is of the highest quality. It is encrusted with Felsite. This object menaces with spikes of Bronze.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **September 01, 2008, 10:39:24 am**

I'm back from Italy.  
I'm sorry about the farm-thing, as mentioned previously, building the farm has been, well... quite a learning experience.

In character though, Bralbaard denies any involvement with the agricultural disaster, on the grounds of being unconscious for the entire year.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 03, 2008, 04:34:06 am**

Hrmm. You're right. Study of the record indicates that it was in fact Ushat's fault, not Bralbaard's. Still, as leader at the time, Bralbaard was responsible for the actions of every dwarf in the fortress, so he must bear the blame. Besides, Ushat has a cute beard. I especially like the way she braids it into her topknot.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **September 03, 2008, 06:04:06 am**

How much longer to go on your turn, Keldor?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 04, 2008, 12:44:33 am**

Quote from: Madcat on September 03, 2008, 06:04:06 am  
How much longer to go on your turn, Keldor?

Probably a while. It's... late spring right now. I seem to be spending more time paused and writing episodes than actually playing.

Anyway, back to the story.

"What is that THING in the dining room?!" Bralbaard accosted Keldor.

"What, the fox?" Keldor answered, looking briefly confused, "Unless you mean- oh. The *other* fox."

"A fox, you say? Well, whatever it is, *why by Armok's beard* is it in the dining room?! Dwarves have to eat in there you know!"

**(fox cage (Zinc))**  
**Weight: 813Γ Basic Value: 20✱**  
**Contents:**  
**Skeletal Fox**

"Dunno," Keldor shrugged, "It was Kadol's idea. I have no idea why he would want it there, but I wasn't about to say no to the dwarf that made that wonderful idol. Besides, our food stocks are low, and it might discourage dwarves from eating too often."

"Hmph," Bralbaard muttered, "perhaps I should start eating in my office. It needs a table, you know. After all, bookkeeping is hungering work."

'Bralbaard' Szazirdallith has been ecstatic lately. He slept in a good bedroom recently. He dined in a very good dining room recently. He talked with a friend lately. He admired own fine Door lately. He has been satisfied at work lately. He admired a fine Door lately. He has been annoyed by flies. He has been accosted by terrible vermin. He has complained of the lack of dining tables lately. *A Dwarf Halltraded*

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 04, 2008, 12:54:33 am**

Bones flew in all directions as the skeletal fox literally exploded beneath Olin's axe. Kadol came running up an instant later. "Hah! Nice work! Ye chopped it in half before I even caught up to ye!"

"Ach, well," Olin laughed, "Ye get lots of practice out here, an' it sure beats doin' nothin' but chop trees all day."

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 04, 2008, 01:40:41 am**

Rifafa sipped strawberry wine from er goblet as she surveyed the forest. Around her, birds sang, while the occasional rustle of branches above betrayed the presence of a squirrel, going about its daily business of gathering nuts. The elven forest was in the full bloom of late spring, and pixies danced through the fragrant air.

Rifafa set down her glass, and lay back into a bed of moss. *I wonder how those dwarves up the great river are doing, she thought, they choose a very poor place to settle, for sure, but perhaps it will turn out for the better. That section of the woods has never been the same since that necromancer was alive, but certainly the dwarves are no friends of the vile darkness he left behind. Ah well, let's not let these dark thoughts ruin a fine day.*

And indeed, it was a fine day to be an elf.

\*\*\*

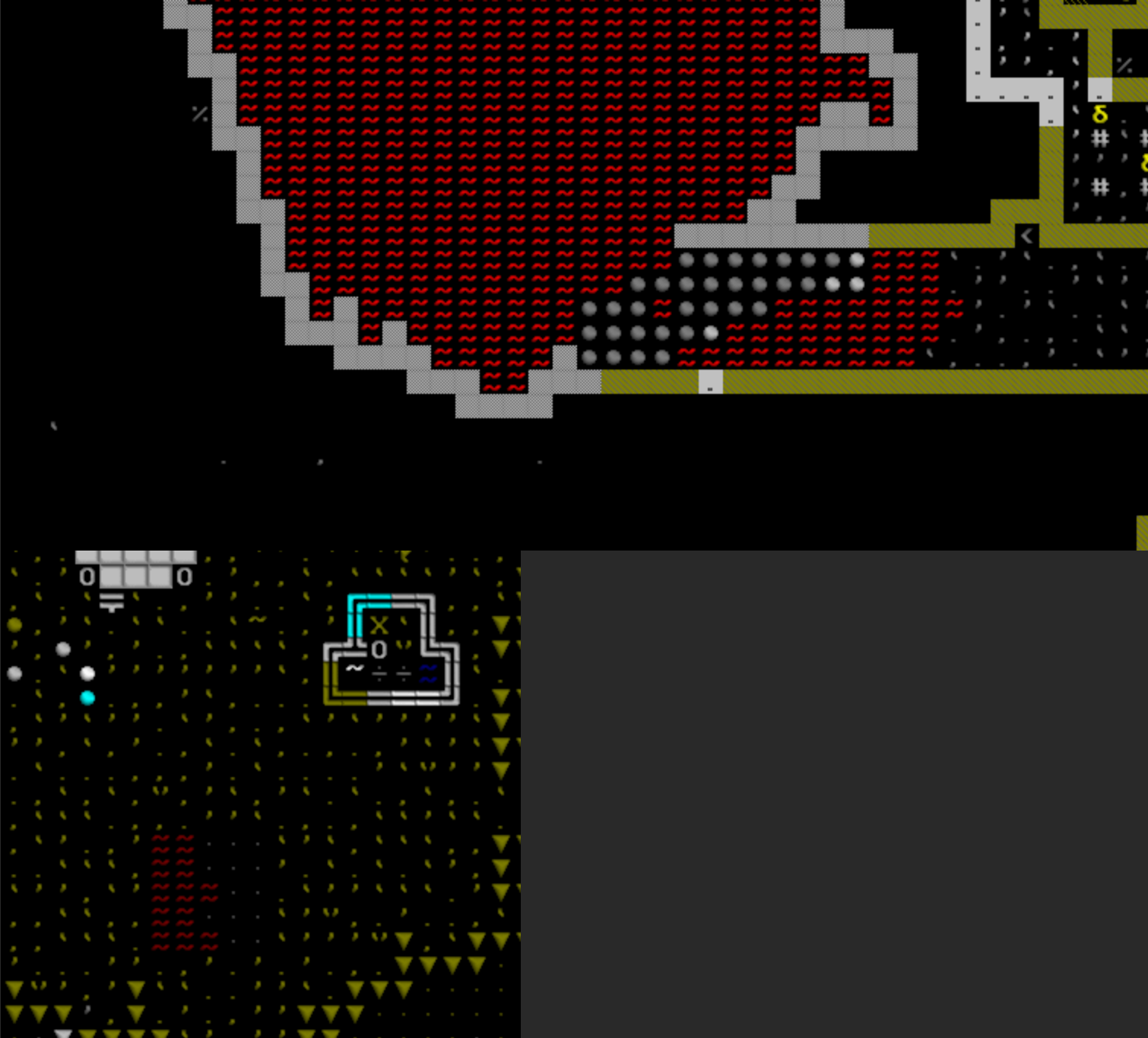
A dozen leagues to the north, the forest was not the cheerful place full of life that it was in the homeland of the elves. In fact, here the forest was dead. Dead in every since of the word, with the exception that the dead animals of the place still walked the land.

Yet even here there was still some true life, in the form of a small settlement of dwarves, and there, beneath the gray skies, something momentous was happening.



"Everyone get clear of the channel!" Keldor shouted, "Unless you want to become a pile of ashes! Let the damming commence!"

"I'm on it!" Exclaimed Ushat, "I've been waiting for this for a long, long time."







"It's working! It's working!" Keldor screamed. Soon perhaps the fishy menace would be no more.

It was into this that the human caravan arrived.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 04, 2008, 02:04:43 am**

---

As the lava slowly poured its way into the river, sending up clouds of steam, there was a major arguement brewing in Bralbaard's office.

"We simply don't have enough goods to trade for, well, anything!" Bralbaard objected.

"So just go out there and seize whatever they have!" Keldor retorted, "I doubt they will dare to object, given the surroundings!"

"I can't just do that!" Bralbaard spat, "These humans be good trade partners, an' I wouldn't want to ruin that!"

"Bah! We need the goods! Tell them that we'll pay them back double next year," Keldor said.

"You really thing they'll fall for THAT?!" Bralbaard shouted, "These humans aren't as stupid as elves, you know!"

"So we just seize the goods them," Keldor stated, "An' if they object we-"

"Excuse me," Kadol entered the room without knocking, "I heard you talking about trading, I was just passing by! Anyway, I think I can help solve the problem."

"It would appear that the problem has already been solved," Bralbaard muttered, casting a dark glance in Keldor's direction.

"Shut up," Keldor responded, "Kadol, come in and tell us your idea. It would appear that we have a sizable trade deficit."

Merchants from Damsodur									
Gasin: Greetings. The crafts dwarfship of the dwarves is unparalleled. Let's make a deal!									
Damsodur					itonnish				
(Pig iron bars) 50*1570Γ [T]					Finished Goods Bin ( 440* 177Γ				
(Tin bars) 10*1456Γ [T]					(Pig tail quiver) 40* 15Γ [T]				
(Trifle pewter bars) 20*1456Γ [T]					(mountain goat leath 10* 19Γ [T]				
(Aluminum bars) 200* 540Γ [T]					(cave spider silk ro 60* 13Γ [T]				
(Aluminum bars) 200* 540Γ [T]					(Pig tail left glove 60* 15Γ [T]				
(Rope reed rope) 60* 76Γ					(Pig tail right glov 60* 15Γ [T]				
(+Rope reed rope+) 110* 76Γ					(mule leather right 10* 19Γ [T]				
(-Rope reed rope-) 80* 76Γ					(≡«Ashen piccolo»≡) 120* 6Γ [T]				
(+«-Rope reed rope-» 170* 76Γ					(large Rope reed ski 70* 19Γ [T]				
(Rope reed rope) 80* 76Γ					Finished Goods Bin ( 170* 71Γ				
(-Rope reed rope-) 100* 76Γ					(≡«-large Rope reed 160* 15Γ [T]				
(*«+Rope reed rope+» 140* 76Γ					Finished Goods Bin ( 90* 65Γ				
(Iron drum) 100* 78Γ					(Pig tail cap) 80* 15Γ [T]				
v: View good, Enter: Mark for trade					v: View good, Enter: Mark for trade				
s: Seize marked, t: Trade					o: Offer marked to Damsodur				
Trader Loss: 9762*					Value: 670*				
Value: 10432*					Allowed Weight: 19904Γ				

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **September 04, 2008, 02:07:07 am**

What are you trying to buy?

Also, what's your fps. It might be kinda slow now.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 04, 2008, 02:28:55 am**

Merchants from Damsodur									
Gasin: Greetings. The crafts dwarfship of the dwarves is unparalleled. Let's make a deal!									
Damsodur					itonnish				
(≡«large Rope reed s 300* 15Γ					*Aluminum goblet* 1600* 13Γ				
(-large Rope reed so 100* 15Γ					≡Aluminum goblet≡ 2000* 13Γ [T]				
(-large carp leather 90* 19Γ					≡Aluminum goblet≡ 2000* 13Γ [T]				
(+large carp leather 135* 19Γ					≡Aluminum goblet≡ 2000* 13Γ [T]				
(+large carp leather 135* 19Γ					≡Aluminum goblet≡ 2000* 13Γ [T]				
(-large Rope reed so 100* 15Γ					*Aluminum goblet* 4800* 13Γ [T]				
(-large Rope reed sh 120* 15Γ					≡Aluminum goblet≡ 2000* 13Γ [T]				
(*«-large sea lampre 410* 19Γ					≡Aluminum goblet≡ 2000* 13Γ [T]				
(*«-large sea lampre 410* 19Γ					≡Aluminum goblet≡ 2000* 13Γ				
(Iron buckler) 200* 117Γ					Finished Goods Bin ( 250* 152Γ				
(Iron buckler) 200* 117Γ					(Pig tail quiver) 40* 15Γ				
(-Iron buckler-) 400* 117Γ					(mountain goat leath 10* 19Γ				
(Pig tail cap) 80* 15Γ					(cave spider silk ro 60* 13Γ				
v: View good, Enter: Mark for trade					v: View good, Enter: Mark for trade				
s: Seize marked, t: Trade					o: Offer marked to Damsodur				
Trader Profit: 398*					Value: 16800*				
Value: 16402*					Allowed Weight: 30825Γ				

"Kadol, you're a hero!" Christes could hardly contain himself, "Ye should've seen their eyes light up when they saw your crafts dwarfship!"

"Ach, it was nothing," Kadol was glowing, "all in a day's work."

"Bah! Ye did us proud!" Bralbaard laughed, "If that be a day's work, then I be a useless layabout!"

"Um..." Christes looked at the floor.

"Can it!" Bralbaard glowered.

"Peace, fine dwarves!" Keldor broke in, "let's not ruin Kadol's moment by arguing. In fact, I think this deserves a celebration! Let today be known henceforth as Kadol day!"

"Hah, I could drink to that!" Bralbaard chuckled, his disagreement forgotten, "Time to open up the cellars!"

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Flar Moonchill** on **September 04, 2008, 02:45:00 am**

Hey Keldor,

Loving the storey, please tell me you got a video of the damming project in action? Pretty please?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 06, 2008, 01:59:37 am**

Nope, no video of the damming in progress. Lava flows slow enough that it'll probably take all year to finish the dam!

I \*do\* however have a save right at the point the miners were digging out the final tiles of the channel, however. Quite the timing for the seasonal autosave!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 06, 2008, 02:27:35 am**

Bralbaard stormed up to Keldor.

"First we get living dead foxes, an' now goblins!" Bralbaard accused, "What are ye plannin' te turn the dining room into?! A zoo?!"

"Those goblins be there for a reason, Bralbaard," Keldor stated, "Do you think you can tell me what that would be?"

"To make sure no dwarf can eat in peace? I know that we're still short on food, but still--!"

"No. They're there to remind us of the ever present goblin menace."

"Ever present goblin menace?! They'd be mad te' come here! An' why would they want to anyway? I mean--"

"They have come here, or do ye think we bought those goblins from the merchants?" Keldor snapped, "They're only thieves now, but it be certain that there'll be ambushers before long!"



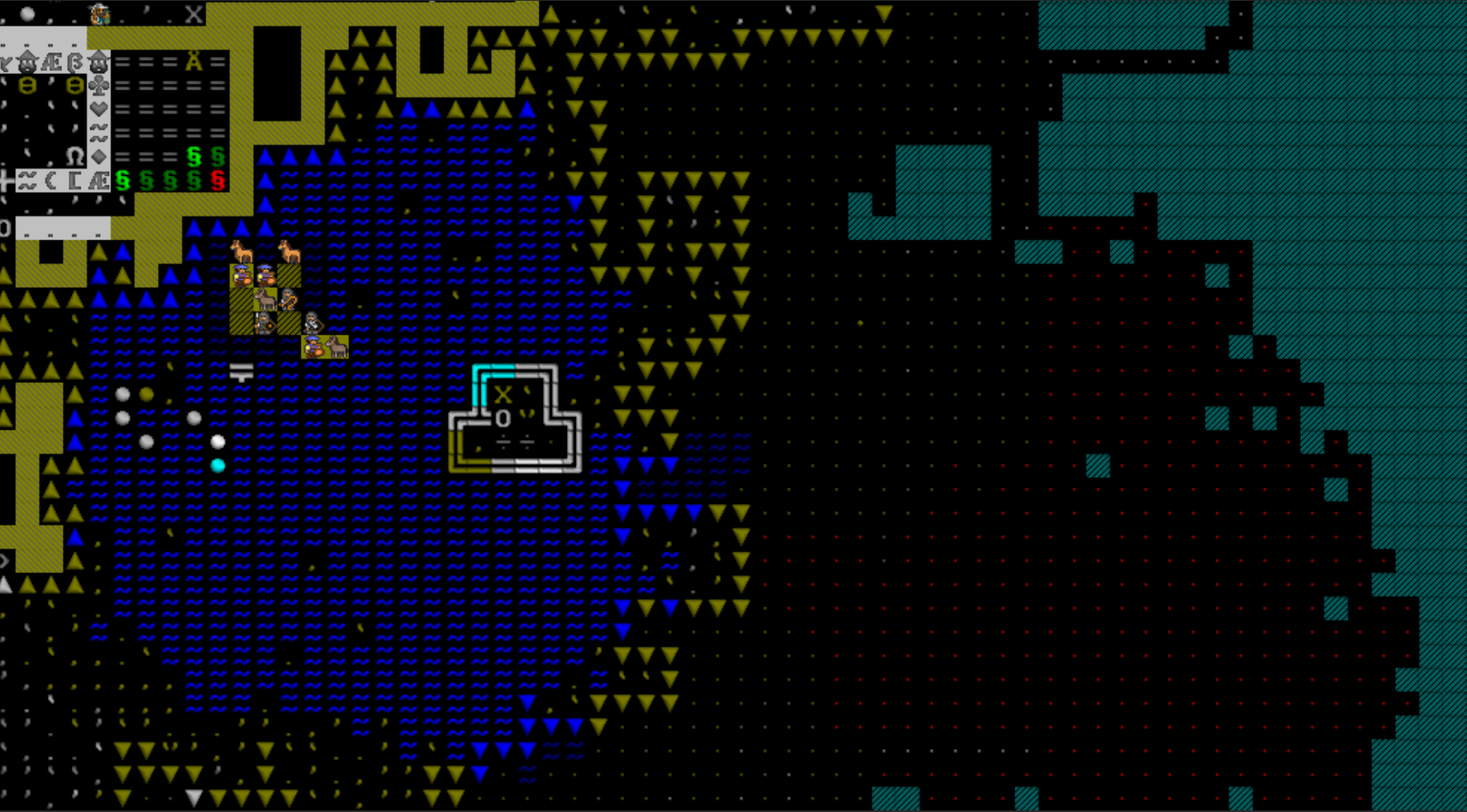
"They're mad!" Bralbaard objected.

"They're goblins," Keldor answered, "and we need to start building defenses."



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 06, 2008, 02:53:32 am**

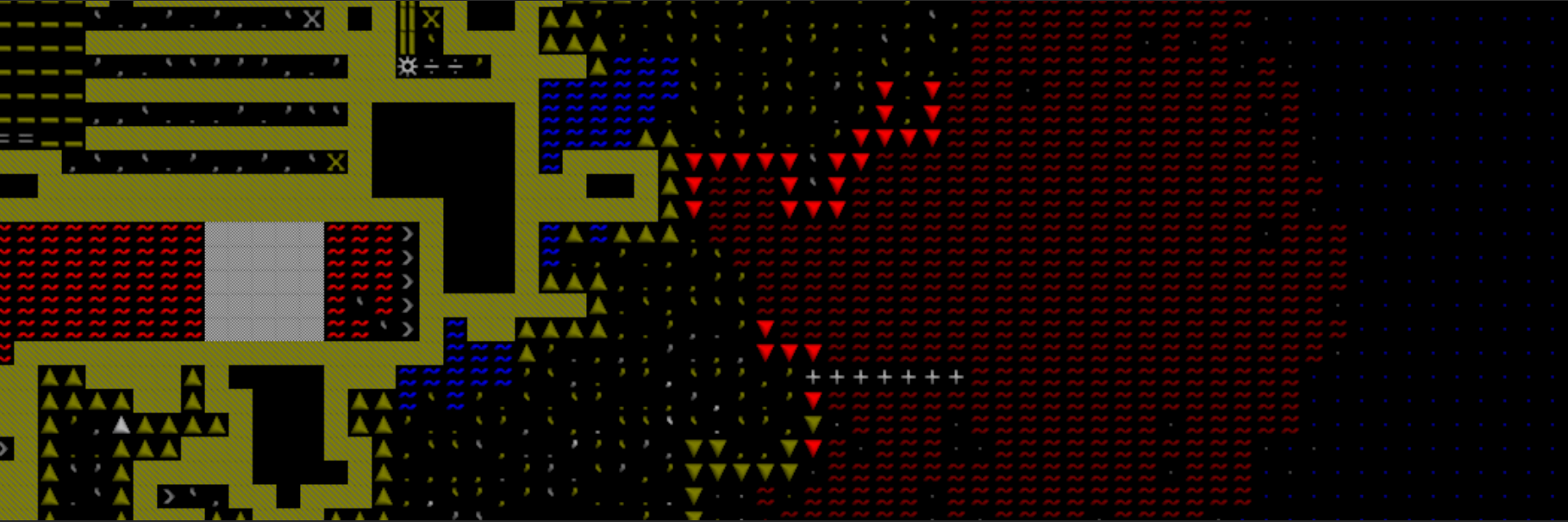
"What by Armok's beard is going on?!" Christes accosted Keldor, "The merchants just came in to tell me that the trade depot is flooding!"



"Ah, good. The lava flow should be stopped by now then," Keldor responded.

"That lava flow--? Oh! Does this mean that the dam is finished?" Christes brightened up at once.

"Nae, alas," responded Keldor, "it just means that we need to build some more walls, to further direct the flow into the river. The flow was spreading out too much."



"Hmph. And here I was hoping," Christed looked disappointed, "Ah well, I'll see to building them once it cools down enough."

"A fine lad!" Keldor laughed, "but don't be goin' just yet. There's somethin' I need ye an Ushat to do in the meanwhile..."

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **September 06, 2008, 03:01:29 am**

Yeah, about the depot...  
  
I meant to redirect the flow a bit more, but I didn't get to it. >.<

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 06, 2008, 03:11:39 am**

"Snatcher! Protect the children!"

The call rang through the air, causing Keldor to race up to the surface to see what was the matter.

He was greeted by Olin, the woodcutter, who stood grinning with a bloody axe in hand. "Nothin' te see here! That goblin is now spread across the courtyard!"



"Hahah! Good work!" Keldor bellowed, "An' tell Christes if ye see him that the courtyard be lookin' great."

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **September 06, 2008, 03:45:59 am**

I'd like to take the imaginary 8th slot to give me time to finish Abbeyverse.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 06, 2008, 03:57:20 am**

My computer just crashed, and I'm not sure how far back the last save was :-(

Hopefully it won't be too far back. Besides, I was getting a bit lazy with the journal entries, so perhaps this was a hint? XD

[EDIT] didn't lost too much, just back to the second to last journal entry (the flooded depot).

Oh, Maggarg, I wouldn't worry too much about not being able to finish your turn at Abbeyverse in time to take the 7th slot here - not only do you have to wait for me to finish my turn, but there are three people after me...

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **September 06, 2008, 12:57:42 pm**

Maggarg, I added you to the 8th position, I could move you up to seventh, it will likely take quite a while before we get there.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 10, 2008, 05:29:23 am**

"Keldor, there ye are!" Bralbaard called out, "I neet to talk to ye!"

"What do ye need?" Keldor asked.

"I was lookin' over our stocks, and I noticed something interesting. It appears that there are quite a few valuable items abandoned in the forest. However, now that the underground cartway is finished, I thought we could ge about collecting them."

"That's a good idea," Keldor mused, "Just make sure ye stay safely in the tunnels as much as possible. Ye could say that they be a high traffic zone."

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 10, 2008, 06:43:26 am**

Shouting broke out among the dwarves extending the lava channel as a skeletal sea lampray appeared in their midst.

"Everyone, get back!" Ushat shouted, "Tosid, go call out our marksdwarf! He has work to do!"

The engraver nodded her head and rushed off, leaving the other three dwarves behind.

"Bah! It's just a single fish," snorted Christes, "Common! Let's smash it to pieces!"

"No, Christes! Wait for îton! Get back!" Ushat shouted to her lover.

Christes didn't listen. Bending down to pick up a stick, he scoffed, "Bah! Look how flimsy its bones be! I bet just a single good hit wi-  
\*GHAK!!\*"

Christes fell to the ground, hands to his throat as his face contorted with a silent scream. The lampray had surged forward with unnatural speed and taken Christes' throat with its needle-like teeth.

"Christes!" Screamed Ushat as she charged forward to protect him from the undead fish. She was beaten to the aid of her lover by Datan the bone carver, who had followed at Christes' side to confront the fish. Now she was madly flailing her arms and legs, seeking to damage the fish in any way possible.

It worked. Before Ushat had even closed half the distance, the fish suffered such a blow from Datan's foot that it literally exploded into pieces. As the fragments of bone rained down, Ushat reached the side of her lover.

He was lying in a pool of blood, alarmingly large already even though he had only suffered the wound an instant ago. His lips moved as he tried to speak, but the only sound that came out was a wet gurgle.

"Don't try to talk!" Ushat urged, "Save your strength!" She tore a strip from her shirt to bind the wound, and began to gently move Christes' hands and beard aside. Then she stopped, for she had seen the wound clearly for the first time.

Where Christes' throat had been, there now was only a gaping hole, and even as Ushat hesitated, he drew his last shuddering, gurgling breath.





Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 10, 2008, 06:56:57 am**

And then the computer suddenly crashed with a BSOD :(

Ah well, Ushat wasn't very upset at Christes' death anyhow. ::)



Anyway, my last save is from before Christes died.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **September 10, 2008, 09:33:27 pm**

bahahaha

These crashes are getting a bit much, aye?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **September 11, 2008, 04:36:22 pm**

It's sad to see so many storylines end on game crashes. That said, I enjoy reading the updates a lot, and I'm glad that Christes premature death was not permanent (even though carnage and death are the ingrediënts that make this succession game fun).

In other news, I will once again be away for some time, so I won't be able to update the game status in the first post of this topic. This time I'll be away for three weeks, I'll be back on the 7th of october.

See you all in a couple of weeks,

Bralbaard

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 15, 2008, 03:54:00 pm**

Christes accosted Keldor as the fisherdwarf surveyed the partially completed dam. "We have a problem."

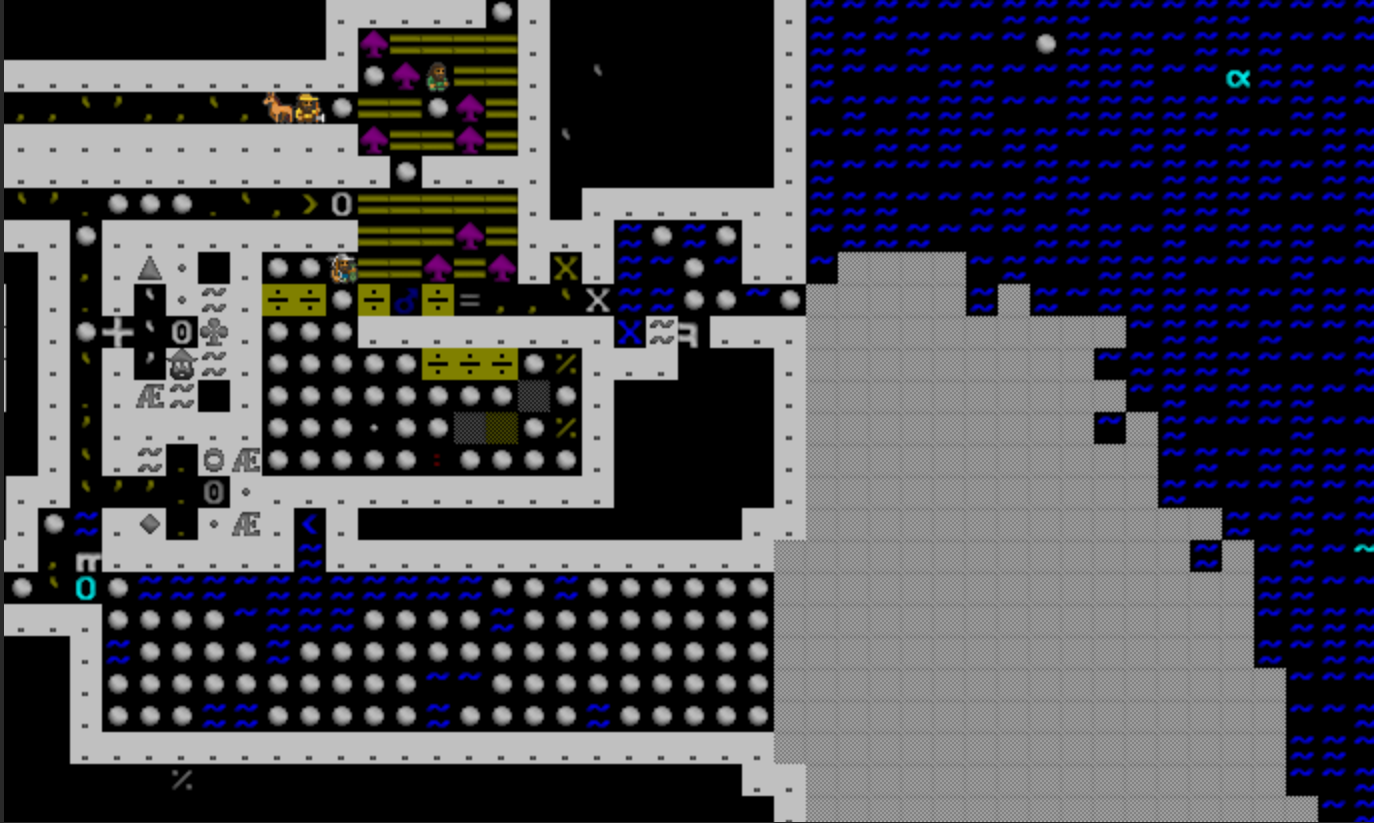
"Oh, and what's that?" Keldor asked.

"Ye know the source for the water pumped into the water tower?"

"Yeah," responded Keldor quizzically, "What about it?"

"Ye're standing on top of it."

Keldor looked down at the dam beneath his feet in confusion. "What do ye mean? This be solid obsidian. No water'll be flowin' through thi- oh! Ye're right, we do have a problem."



The two dwarves stood in silence for a moment, pondering the fresh slab of glassy stone, portions of it still making the air waver from the heat. Finally, Keldor broke the silence. "So, what do ye propose we do about it? We can't very well stop the flow again if the tower be runnin' dry."

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 15, 2008, 04:32:24 pm**

"Bah! That's impossible," Christes scoffed, "I built that enclosure to keep the fish out of there! An' it works. I know 'cause I designed and built it!"

Urist the mechanic simply shrugged his shoulders. "I know what I saw."

"An' what were ye doin' down there anyway?" Christes asked, "maybe ye should tell me the whole story."

"Fine then," Urist remained calm, "I was down there to check on the power train for the water tower. Ye might have noticed it's been making a bit of an odd squeaking lately."

"An' let me guess," Christes snorted, "the squeakin' was caused by yer fish chewin' on the mechanisms."

"Um, actually, I never did find out what was makin' the noise," Urist explained, "When I got down to the watermill room, I noticed that the place was stinking, even more than usual."

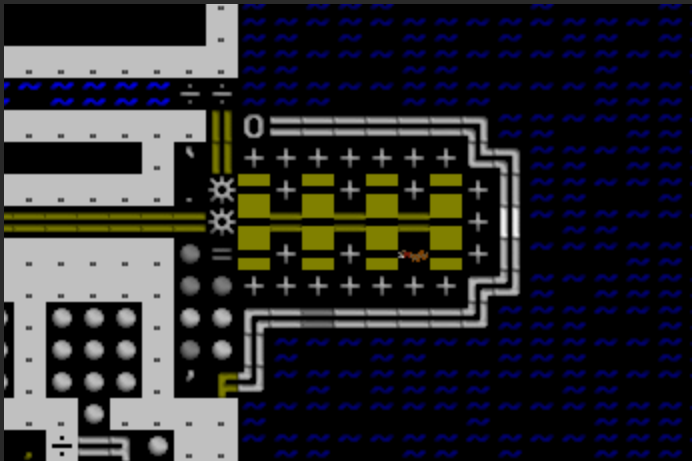
"Go on," Christes waved his hand at Urist.

"Well, I looked around to see what was causing the stench, and I saw it. I think it might have been some sort of pike, but it had been dead for too long to be certain. Anyway, I went over to pick it up so I could toss it somewhere far away. That's when it woke up and attacked me!"

"Hmph. I still say ye just had too much to drink," muttered Christes.

Urist was beginning to get annoyed. "An' what about this?" He rolled up his pants leg, revealing a nasty looking bite wound. "Ye still think I just had too much ale?"

Christes looked over the wound in shock. "Ye're right, I know fer certain that we don't have any ale with a bite like that, else I'd be drinkin' it! Ye might want te get that looked at, cause I don't even want to know what vileness might have been in that bite. I'll go an' have our marksdwarf fill up the pike with steel bolts in the meanwhile."



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **September 19, 2008, 11:30:10 am**

Actually, i think I will take slot 7.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 21, 2008, 12:33:36 am**

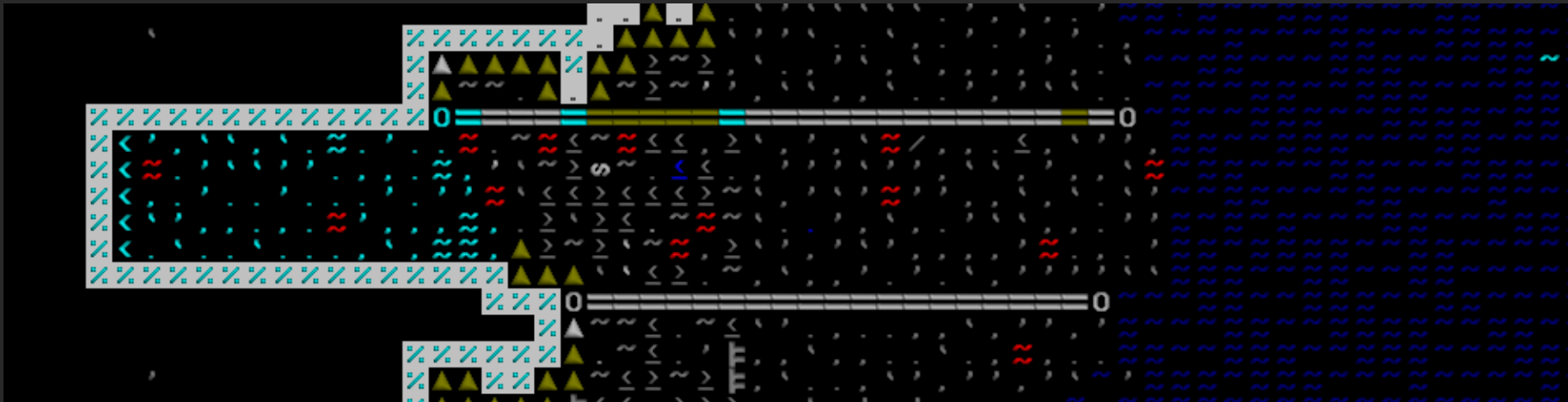
"And so then he goes and whacks that zombie deer with his crossbow until it stops moving! Couldn't even be bothered to go an' get more bolts!" Keldor laughed as he told Bralbaard of the marksdwarf îton Listmeng's latest heroics.

"Ye don't say!" Bralbaard chortled, "An' to think, it could have all been avoided if he had remembered to check his quiver before heading out!"

"Still, I got te say, he's been a darn good help with the channel construction, what with keepin' the fish away an' all. I wouldn't be surprised te hear that the durned thing be finished, as close as-" Keldor said in defense of the marksdwarf, only to be interrupted by an elated Christes crashing into the mead hall.

"It's finished! The magma channel is ready!" the mechanic roared, "All that be left to do is te channel out the plug holdin' back the lava!"





"An' finish the waterway te let the water back into the water tower, don't ye forget," Bralbaard corrected.

"You haven't finished that yet??" Keldor asked in surprise, "Ye've had almost a whole month te do it!"

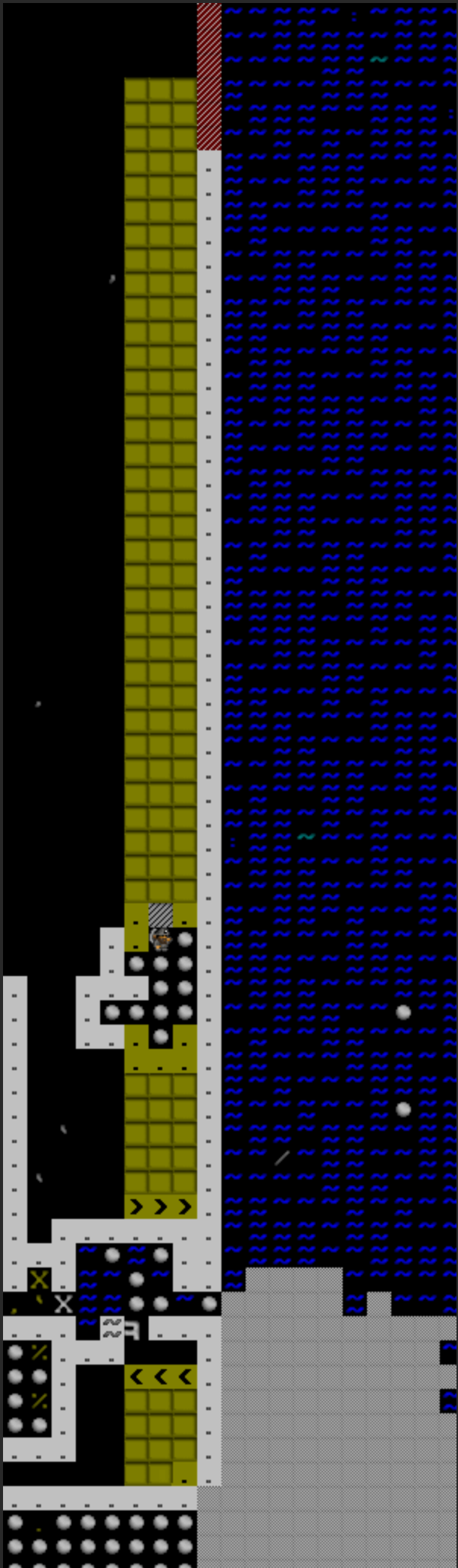
"Don't look at me," Bralbaard retorted, "this time it don't be my fault. Someone locked the door headin' in to the place we needed to dig, an so I couldn't do a thing."

"Oh, sorry," apologized Christes, "I did that to keep anyone from getting killed after I realized that the fish could come up through the watermills."

"Wait," said Keldor, "didn't ye ever think te tell someone the way was locked?"

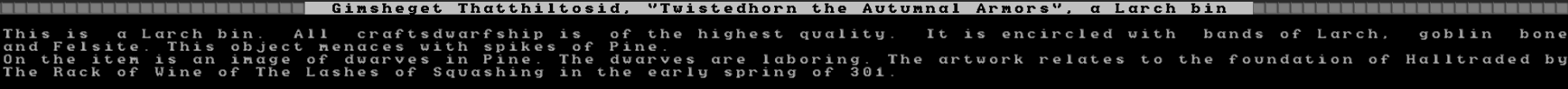
"Nah," responded Bralbaard, "I needed to work to update our records, an' besides, didn't Ushat or Zon tell ye about it?"

"BAH!" Spat Keldor, "Yer laziness be spreadin'! Christes, get that door unlocked, an' Bralbaard, ye go and find Zon and Ushat an' go finish the waterway! Ye can also remove the lava plug while ye be at it."



The dwarves of Halltraded were gathered in the meeting hall, yet today there were no sounds of mugs clinking on tables, or even of half-drunk dwarves telling each other tall tales. Indeed, the dwarves' minds were not on drink at all, but rather were considering the object which lay upon the central table.

This item was a Larch Bin, yet this simple name described the object in only the most general ways. The title of Larch Bin typically implies a crudely constructed wooden box, an item of utility, but not beauty, that one would expect to collect dust as it sat in a store room, all while providing the simple purpose of storing items. Yet the Larch Bin which stood on the table only matched the very last item of this description, and only in the theoretical sense, for this Bin was a masterpiece, nay, an artifact.



While there is no doubt that this bin could serve the purpose of any other bin, to store items in some dusty stockpile, it was clear that such a mundane use would sully it, that this bin belonged on display, the centerpiece of a collection of fine arts. And so the bin was named accordingly, Gimsheget Thatthiltosid, "Twistedhorn the Autumnal Armors".

Hushed conversation buzzed among the gathered dwarves, murmurings of awe and rumors about the dwarf that created this most marvelous of bins.

"Why, that's Bralbaard carved there, isn't it?"

"And that's Keldor there, and Ushat, and all the rest of our founding fathers!"

"Yes, see how they are all gathered around a wagon? This must be a rendition of the founding of this very fortress!"

"Look how Bralbaard is layed out, he looks pretty beat up! And that there must be the skull of that undead bear that did it!"

"Yes, I think so! Look at the way Bralbaard's holding out his uninjured arm, and pointing with his pick. It looks like he's giving orders."

"And Keldor is bringing him a bucket of water- wasn't he a fisherdwarf back then?- while all the other dwarves are hard at work."

"I still can't believe that Mafol is the one that crafted this - she's still in bed with a broken arm!"



"WAS in bed, I tried to bring her a drink yesterday, only to find her room empty, bed unmade. I thought for sure that the fish had sneaked in and carried her off!"

"Well, she's back in bed now, I just brought her lunch."

"I just wish I could carve like that!"

And so the conversation continued, through the afternoon, and into the evening, at which point it was decided that a party should be thrown in Mafol's honor.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **September 22, 2008, 02:50:34 pm**

artifact bins xD

so true.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 22, 2008, 10:43:52 pm**



The worst part is that now they're using it for finished goods, but since it's an artifact, they won't bring it to the trade depot >.<

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **September 25, 2008, 05:53:52 am**

Count me out - too bored waiting for Keldor to finish.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **September 25, 2008, 11:47:12 am**

Well let's not be too hasty: what season is it Keldor?

Most succession games have a week time limit for a reason.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **September 25, 2008, 02:56:10 pm**

He's had the game for a month and it's crashed a couple of times.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **September 26, 2008, 01:39:17 pm**

You know, if Keldor can't complete it any time soon, he could just stop where he is and give us the save as is.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **September 28, 2008, 04:20:40 pm**

Right now I'm in the middle of a hard drive failure X.x

The files should be alright, but you'll have to wait a couple of days for me to update - the new hard drive is on rush delivery, so I'm hoping to have it fixed by Tuesday.

Sorry things are taking so long. :-)

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **October 04, 2008, 10:13:20 am**

Please don't die :<

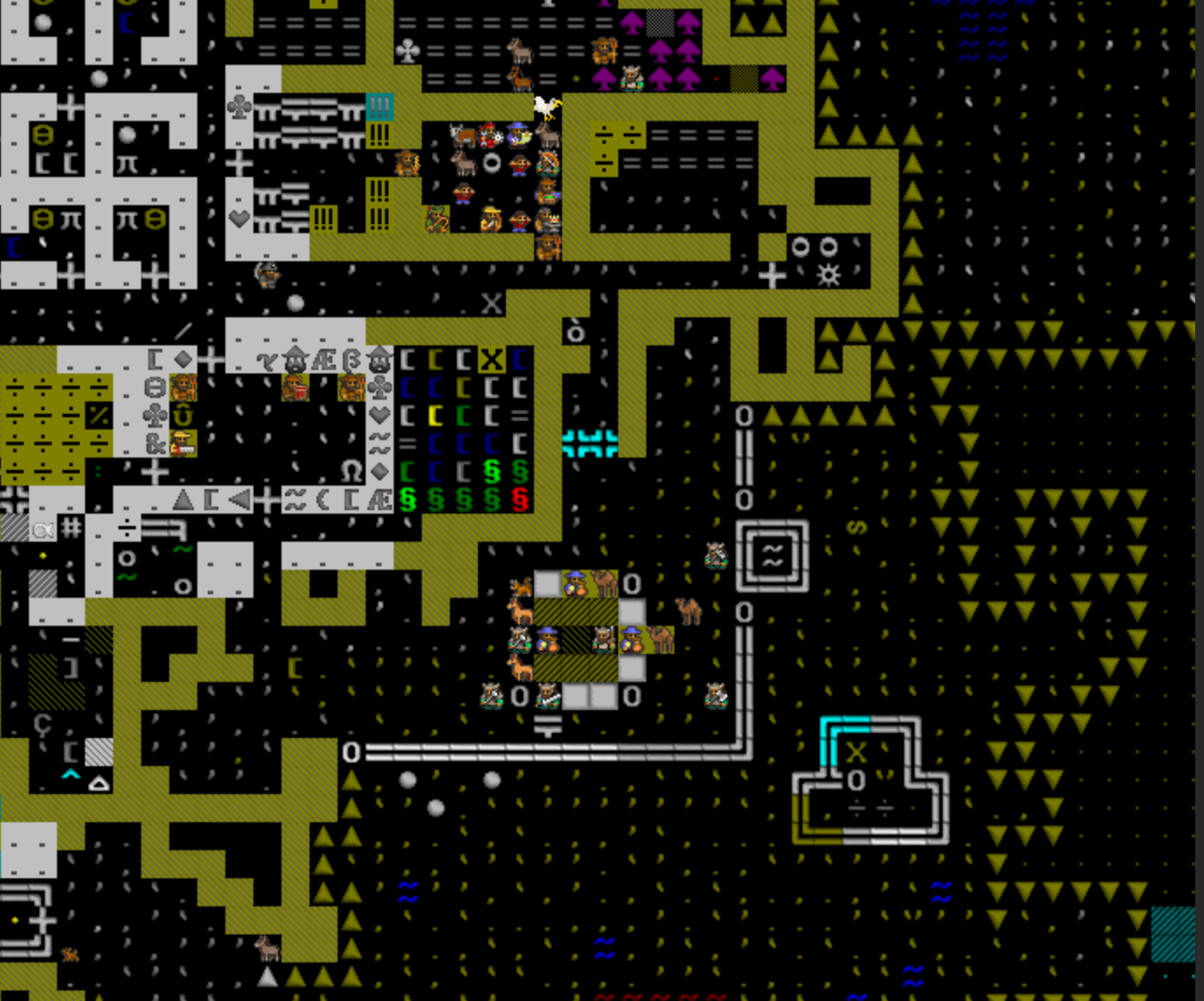
Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 05, 2008, 02:04:38 am**

Transferring everything over to the new drive took a lot more work than I thought since I ended up having to reinstall Windows, which in itself caused some nasty issues...

However, everything seems more or less working, so I should be able to finally update again a bit later tonight.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 05, 2008, 05:23:37 am**

The days wore on, and the weather began to grow brisker, and yet still the dwarves partied, celebrating the construction of that wonderful bin. Outside, however, there was some signs of life, far more than the usual, for the fall caravan had come.



"Where is that durned broker?!" Mebzuth Wildhall cursed.

"I have no idea, but I hope he shows up soon," muttered Rovod Floorsplattered as he rearranged the goods in the depot yet again.

"Ye know, I don't even think they've brought any goods out. In fact, I don't suppose they might all be dead?" Mezbutth lowered her voice, "Perhaps the dwarves here are ghosts and skeletons, just like that deer we saw!"

"Ye could be right! It's a good thing we paid so many guards to come out here with us," agreed Rovod, "Still, maybe they're alive, but just haven't come out? Want te go an' check?"

"Hell no! I bet them zombie dwarves be waiting in the darkness, just hoping for new victims to blunder in!" Mezbutth made a sign against evil as she glanced nervously at the path into the hillside, and again toward the menacing arrow slits to the north.

"Bah! Ye all just be wimps," snorted Kib Halltraded, the liaison, "No fort named after me could be crawling with undead! Besides, didn't ye see the lava flowing through that hole an' down into the river? That tunnel be clearly dwarf work, an' recent too, else it would be encrusted with enough obsidian te make an entire armory of swords. I'm goin' in te speak to their broker about the wait. Who be comin' with me?"

The other dwarves of the caravan remained silent, casting nervous glances to each other. Kib shook his head and snorted, "Bah! I guess I'll just have te go in by meself." Kib turned on his heels and stomped toward the ominous hole in the earth.

---

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 06, 2008, 08:01:56 am**

---

The entrance into Halltraded was little more than a dark crevice, a passage crudely dug into the stone, more resembling a kobold's hole than anything dug by dwarves. At threshold, there was a doorway of sorts built of rough stone blocks, but this was more the result of the inhabitants hastily removing the wall sealing off Bralbaard's first ill-designed tunnel (which happened to be in a perfect location to bring goods through to trade) than any real attempt at a proper entrance. In reality, the thing the entrance resembled most was a hole in some ruined wall, reduced to rubble by the ever-present force of time.

Needless to say, this appearance did not help to boister Kib's confidence as he stood before the opening, wondering if it would be better just to return to the depot to wait for any signs of life.

A glance back at his friends made up his mind. They would never let Kib live it down if, after his bold words, he were to simply turn back without setting a foot inside the foreboding fortress, and besides, Kib reasoned, there was no reason to think that anything other than a warm hall filled with drink and feasting dwarves awaited within.

Steeling his nerves, Kib stepped through the doorway and into the darkness beyond.

The corridor beyond was not as dark as it had appeared from the outside. Beams of light filtered through the ceiling, where narrow slits let in the weak daylight. This light illuminated the narrow passage, revealing other passages splitting off to either side before the short, narrow corridor ended at an imposing looking stone door.

The door, in contrast to the passage leading to it, was clearly of dwarven make. It was a single rectangular slab of stone, perfectly filling the doorframe, so that not a single hairsbreadth would fit anywhere along the fine seam between door and wall. The door and its frame were engraved with fine designs, befitting that of a proper fortress entrance, but with the door's relatively small size, Kib thought it looked more like the entrance to a mausoleum.

As he looked upon the door, Kib remembered stories of intrepid adventurers, doomed to a ghastly fate as the doors they had just entered slammed shut behind them, sealing them within forever, or at least for the decades before another would-be hero opened the door from the outside. Within, the next adventurer would encounter the remains of previous adventurers, who, far from being exactly dead, forever roved the halls, glints of red looking out from empty sockets in skeletal faces, forever searching for an escape. Or for warm flesh.

There was no way Kib was going to go through there, but, he supposed, he could still have a look in the other passages. After all, he couldn't leave too soon, lest the other merchants discover his fear.

Looking down the passage to his left, Kib saw a derelict brewery, full of cobwebs and empty barrels. In reality, the inhabitants of the place had simply abandoned it, in favor of a newly constructed still closer to the cellars and the farms.

Not seeing anything of interest there, Kib turned and went down the passage to the right, which went on for a short ways before turning a tight corner into an earthy chamber. The chamber was full of tattered clothing and ropes, overflowing the few bins lined up against one wall, but this wasn't what caught Kib's attention.

While most of the bins were ordinary, work-dwarflike wooden boxes, there was one that stood apart from the others, one which, even in the dim light, practically glowed from an inner beauty. There were simply no words to properly describe this most wonderful of bins, nor words for the incredible lifelike detail of the engravings thereon. It was this bin that had caught Kib's attention, and he stood gawking at it like a drunk admiring ladies at a ball. So entranced was Kib that he lost all track of time, failing even to notice the failing light as the sun began to set outside.

And also failing to notice the figure approaching from behind him...

---

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **October 07, 2008, 09:36:29 am**

---

I'm back from vacation, had a great time.

Keldor, I really enjoy reading your updates, but Madcat and others have a point, it's taking very long. My proposal would be that you have a week to finish your turn starting today. After this week, the next in line can play a full year starting from the end of your turn (or if its close to the end of the year, play the reminder of the year and the next)

(Edit :let me know if you agree with this)

Madcat, you would be the next in line, unless you really have lost interest. let me know before Keldor's turn ends, otherwise I'll remove you from the list.

---

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **October 07, 2008, 06:12:46 pm**

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If we go with the week deadline, count me in again.

---

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 08, 2008, 07:23:04 am**

---

I guess I'd better try to hurry up the pace of my updates. Hopefully I won't have to revert to journal mode, since I'm two thirds through the year. Bralbaard's right, though - It's my story style updates that are causing the delay - each one takes a lot out of me!

Any, back to your fetured story in progress:

\*\*\*



Bralbaard shuffled through the pile of papers he held as he walked through the fortress taking stock of Halltraded's supplies, muttering occasionally under his breath. "The nerve of that carpenter, putting an engraving of *me* on that bin just lying around while all the other founders were hard at work! Ye'd think from looking at it that I'd gone an' gotten mauled just te get out of workin'!"

Despite his grumbling, Bralbaard secretly admired the bin, and was eager to see it again, going out of his way to count through the finished goods stockpile, even at the expense of not hauling the socks of fallen merchants that desperately needed to be brought in out of the weather. It was during one of these secret bin admiring escapades that Bralbaard came across the merchant Kib staring in awe at the bin.

Upon noticing the dwarf standing there, his back to the entry so that Bralbaard couldn't recognize him, Bralbaard stopped short. The fact that so many dwarves were partying instead of working (combined with their laughter over his depiction in the carving) had made Bralbaard testy, and so when he saw the dwarf standing around doing nothing productive, yet even basking in the glory of that bin, Bralbaard decided to give the dwarf a nasty surprise.

Setting down his papers, Bralbaard crept up quietly (for a dwarf) on the unsuspecting merchant. Nevertheless, Kib was preoccupied enough with the bin that even an elephant would have little trouble sneaking up, and so remained blissfully unaware.

It was only once he had slipped within a square-length of Kib that he made his presence known, by means of a mighty bellow, "WHAT DO YE THINK YE'RE DOIN?!"

The response was immediate and drastic. The dwarf liason jumped away with an abruptness unnatural for a dwarf, only to trip over a second bin and fall to the floor with a resounding crash, gibbering frantically as he scooted backwards up into the wall and into a corner, "D-d-d-don't-t h-hurt me! I d-didn't m-mean t-to- I'll j-just- I m-mean-"

"Wait a minute, I haven't seen ye around here before," Bralbaard looked over the terrified dwarf quizzically, "Who are ye an' what are ye doin' here?"

"I'm Kib, Kib Halltraded, liason for Halltraded, not my name but the fort, but that's also Halltraded, my name that is, b-but maybe I'll go to get a breath of fresh air, yeah I'll do that," Kib spoke quickly, although his stammering had stopped as he realized that this was a living flesh-and-blood dwarf, and not the blood-sucking undead monstrosity he had imagined, he was still very much shaken, and wanted very badly to escape into the light. Still, to his credit, Kib did not put up a fight when Bralbaard moved to block his exit.

"Ye're the liason, ye say? Does that mean the dwarven caravan is here already?" Bralbaard helped Kib to his feet, "Well, come on with me to me office, an' we can draw up our trade agreement, as soon as I finish putting some paperwork to order." And so it was that Kib had no choice but to meekly follow Bralbaard into the fortress.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **October 08, 2008, 10:07:00 pm**

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So the name really is Halltraded?

If so, awesome!

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 09, 2008, 06:25:36 am**

---

While Bralbaard busy was ignoring the liason in his office, an argument had broken out between Keldor and Christes.

"I thought you said that your plan was foolproof, that the water would simply flow back up the stairs to supply the water tower!" Keldor glowered at the mechanic, who looked unimpressed.

"I *told* you, water will flow upward to fill any space below its maximum level. This effect is known as the U-bend effect, and is a well established mechanical phenomena. Therefore, I will tell you again that you are simply not waiting long enough. The chamber will fill as soon as the water fills the bottom level," Christes explained.

"In case ye haven't noticed, the bottom level *is* full, an so is the tunnel leadin' out to the river!" Keldor objected.

"And I'll tell you again, once it becomes full, the chamber will fill up as well," Christes spoke slowly, as if to a particularly slow student, "therefore, by corollary, the chamber must be filling as well."

"An' I tell you it don't be!" Objected Keldor, "I just be'd down there te check!"

"Well then, in that case, clearly the lower level is not full," Christes explained, seeming annoyed that Keldor did not seem to grasp this simple logic.

"Bah! An I tell ye it don't be fillin' *and* that the rest of the aquaduct be filled up full!" Keldor shouted, "An' if ye can't grasp that, ye can come down with me an' I can show ye an' knock some sonse into yer thick skull!"

"Fine then," snapped Christes, "we shall go and see, and perhaps *you* will be the one who gets some sense knocked in!"

The tunnel down to the water tower's supply chamber was caked with dried mud which crackled under the two dwarves' feet as they made their way through the narrow, twisty passage. Every so often, Christes would stop and inspect a piece of the inactive machinery, the stone gears and wooden axles which brought power to the pumps.

Finally, after several minutes squeezing through the gaps between machinery and walls, they came to the end of the passage, where a large slab covered the stairs down into the reservoir. "Come and help me move this thing," Christes grouched, and before long the slab had been pushed aside, revealing the stairs down into the chamber below.

The chamber, although fairly large, was lit enough by the dwarves' lanterns to reveal where the former opening into the river was now plugged with a wall of gleaming obsidian. Sticky mud sucked at their boots and stained the dwarves' clothing as they treaded across the chamber around the corner. At the far side of the chamber, a deep pool reflected their lantern light with a still, mirrory surface. As they approached, the outline of a stairway disappearing downward into the murky water could be seen. The surface of the water was still; clearly the water was not flowing upward into the chamber.



"Well, will ye look at that," Christes said, "Looks like the thing got plugged up somewhere. That'll be trouble to fix, an no doubt!"

"An' how do ye propose we fix that," Keldor glowered at the unmoving pool.

"Well, are ye any good at smiwwin'?" asked Christes wryly.

"Bah, we dwarves be like stone. Tough as granite, but about as bouyent," Kelder answered sourly, "Ye know that!"

"Well then, I suggest we go an' find Ushat an' Bralbaard an' have 'em dig some dry access tunnels," responded Christes, "Or perhaps I could build a pump down here, an' maybe force whatever be blocking the tunnel," he mused.

[OOC]  
I've discovered some rather odd behavior with U-bends - the rest of the waterway is full, but the water refuses to flow back up the stairs to its original level. I suspect that this has something to do with the way nte river losses water off the edge of the map - since there are some tiles at the end of the river that do not have full 7/7 water, it might be deciding that since there is connected space on the river that isn't completely full that the water should try to fill that before trying to find a pressure outlet.  
[/OOC]

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **ikkonoishi** on **October 09, 2008, 09:44:29 am**

Quote from: Keldor on October 09, 2008, 06:25:36 am  
[OOC]  
I've discovered some rather odd behavior with U-bends - the rest of the waterway is full, but the water refuses to flow back up the stairs to its original level. I suspect that this has something to do with the way nte river losses water off the edge of the map - since there are some tiles at the end of the river that do not have full 7/7 water, it might be deciding that since there is connected space on the river that isn't completely full that the water should try to fill that before trying to find a pressure outlet.  
[/OOC]

It works like this.  
Code: [Select]

```
#####
~~~~~<- no flow
#####<- water stops just below the level of the highest water
#####

You see it won't actually reach the level that the highest water is. It will stop just short.

#####
~~~~~<- no flow
#####<- doesn't matter how deep you go
#####
#####

#####
~~~~~<- it will flow like this.
#####
#####

Maybe if you used pumps like so.

#####
# %%~#####
~~~~~<- flows
```



##### <- water no longer stops  
#####

Edit:  
Also the fish are getting in your power plant by entering through the diagonal in the top left. Just to the right of the pump. It leads onto the tile with the north/south axle.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 11, 2008, 06:48:36 am**

Doh! I never even saw that gap in the wall! I just thought they were climbing in through the non-blocking tiles of the watermills!

No idea how I'll be able to fix that without exposing a whole bunch of dwarves...

Now, back to the story!

\*\*\*

The weeks went by fairly uneventfully at Halltraded, broken only by the mauling of a ranger by a herd of undead deer. Other than that (and that ranger lead the deer on quite a chase, even killing one before the marksdwarf and wrestler, now healed, finished their breakfast and showed up to save the day), the task of hauling items out to the trade depot, and, in the case of Bralbaald, record keeping filled the lives of the dwarves living there.

Kib Halltraded, the liason was getting impatient with this situation. For the last two weeks, he had been sitting on the dirt floor of Bralbaard,s office, trying futilely to get the former expedition leader to work out that year's trade agreements with him. Again and again, he would ask Bralbaard if he had a moment, and again and again, Bralbaard would answer, "just a moment while I finish these records up."

Finally, after what seemed ages, but was merely a week or two, Bralbaard looked up from his papers.

"Ah! Are you ready to get this trade agreement fixed?" asked Kib eagerly.

"Eh? Oh, no, I just realized that there's a quarry bush ready to be havested and stored. I'll be with you in a moment."

And so it went...

```
Worker: 'Bralbaard' Sazirdallith, Clerk
Location: Food Stockpile #61
Items:
Quarry bush
```

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 11, 2008, 07:18:36 am**

Christes burst into the drinking hall, his face glowing with pleasure. "Ye all won't believe the deal I got off those merchants! I think I got every pint of drink and all their food, metal bars, wood, and even livestock, an' I don't think we'd even got but half our goods out there!"

"Well done!" exclaimed Keldor, "I think this calls for a party!"

"But we still haven't finished the last one," Christes stated, confused, "How can we be throwin' two parties at once?"

"Bah, ye have a point," mused Keldor, "I know! From this day forth, ye'll be known as Halltraded's official trader! An' then we can be throwin' yer party a bit later, once this one be finished."

```
'Christes' Balfath, Trader
''Christes' Toned sack"
♂

Trade at Depot
Mighty

Very Tough
Novice Engraver
Skilled Mason
Competent Mechanic
Novice Building Designer
Dabbling Conversationalist
Dabbling Consoler
Novice Intimidator
Novice Judge of Intent
Dabbling Comedian
Dabbling Pacifier
Novice Flatterer
Novice Negotiator
Novice Persuader
Dabbling Stone Crafter
Dabbling Carpenter
Dabbling Fish Cleaner
Dabbling Grower
Dabbling Axedwarf
Dabbling Wrestler
Novice Miner
Professional Appraiser
Dabbling Metalsmith

g: Gen i: Inv p: Pref w: Wnd
Space: Done v: Next
```

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **October 11, 2008, 03:36:03 pm**

I saw the gap in the wall when I was building it. I didn't think of a way to fix it then, but you might be able to by using a grate.

Can pumps pump through grates? In other words, would this work?

Code: [Select]

```
<%#  
  
<% is a pump  
# is a grate
```

If so, you can put down a grate and the surround it by walls.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 11, 2008, 04:17:11 pm**

I just thought of a way to deal with it, though I don't know if I'll bother with it. Simply have the power train come in over the top, so that there's no gap in the first place.

Side view:

Code: [Select]

```
*==*  
==*# *=%
```

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 10:22:31 am**

The late days of Autumn went by more or less uneventfully at Halltraded, except:

"Did you hear? ðton shot another of those foul skeer today!"

"Wonderful! I had heard that some of the peasants were complaining that they were being accosted by undead deer. Maybe they'll leave us alone for a while."

"At very least, they didn't manage to hurt anyone this time. I sure hope that ðteb recovers."

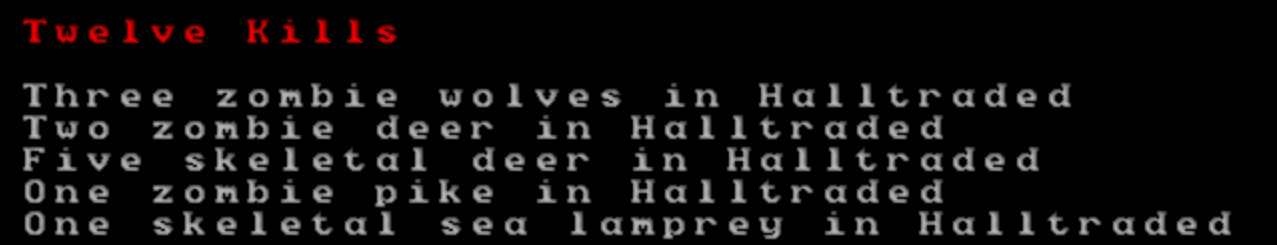
"He managed to make it nearly half a mile, crawling on the ground from a broken leg, with at least two of the skeer attacking him the whole way! If he could make it through that, I'm sure he'll be fine!"

"I sure be hopin' so! Say, wasn't it ðton that finally killed those deer as well? That lad sure has a dead eye with that crossbow!"

"An' he ain't afraid to take as good as he gives! Remember that time he forgot to refill his quiver?"

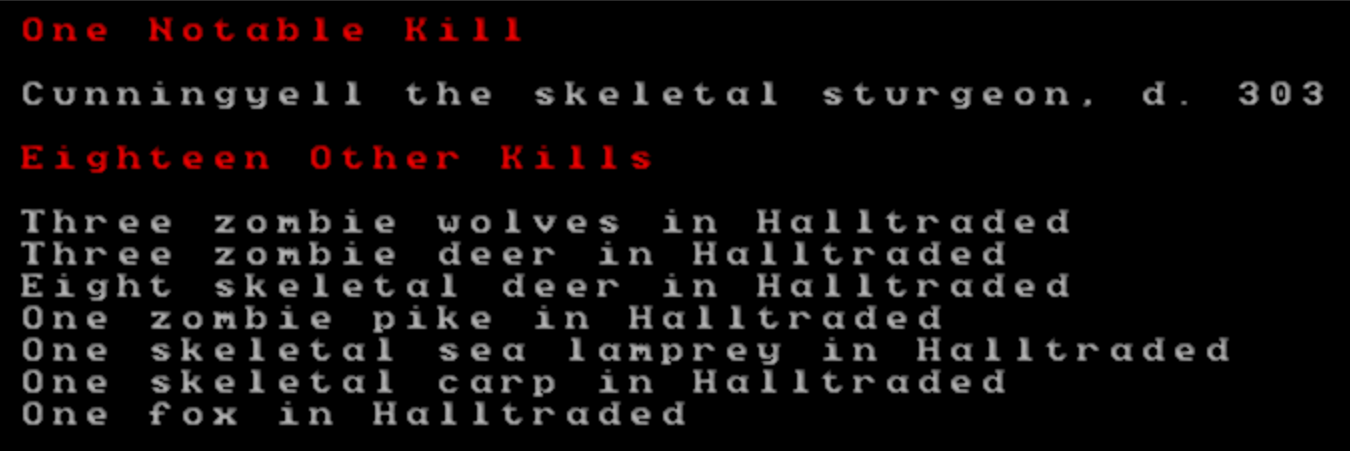
"Hah! Do I ever! He broke those deer into splinters small enough that all I had te do te make bolts out of 'em was te cut nockin' slots it the back of 'em!"

"Hah, aye, that lad be gettin' himself quite the score against those monsters, an' no mistake!"



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 10:42:40 am**

Whee! Spoke too soon! Just had a animal trainer killed, but our marksdwarf meted out swift revenge, not to mention his six or so other *additional* kills he's made in the last game week alone! (And it's still autumn!)



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 10:58:18 am**

Ushat burst excitedly into Bralbaard's office. "I was diggin' in the mines, an' guess what I found!"

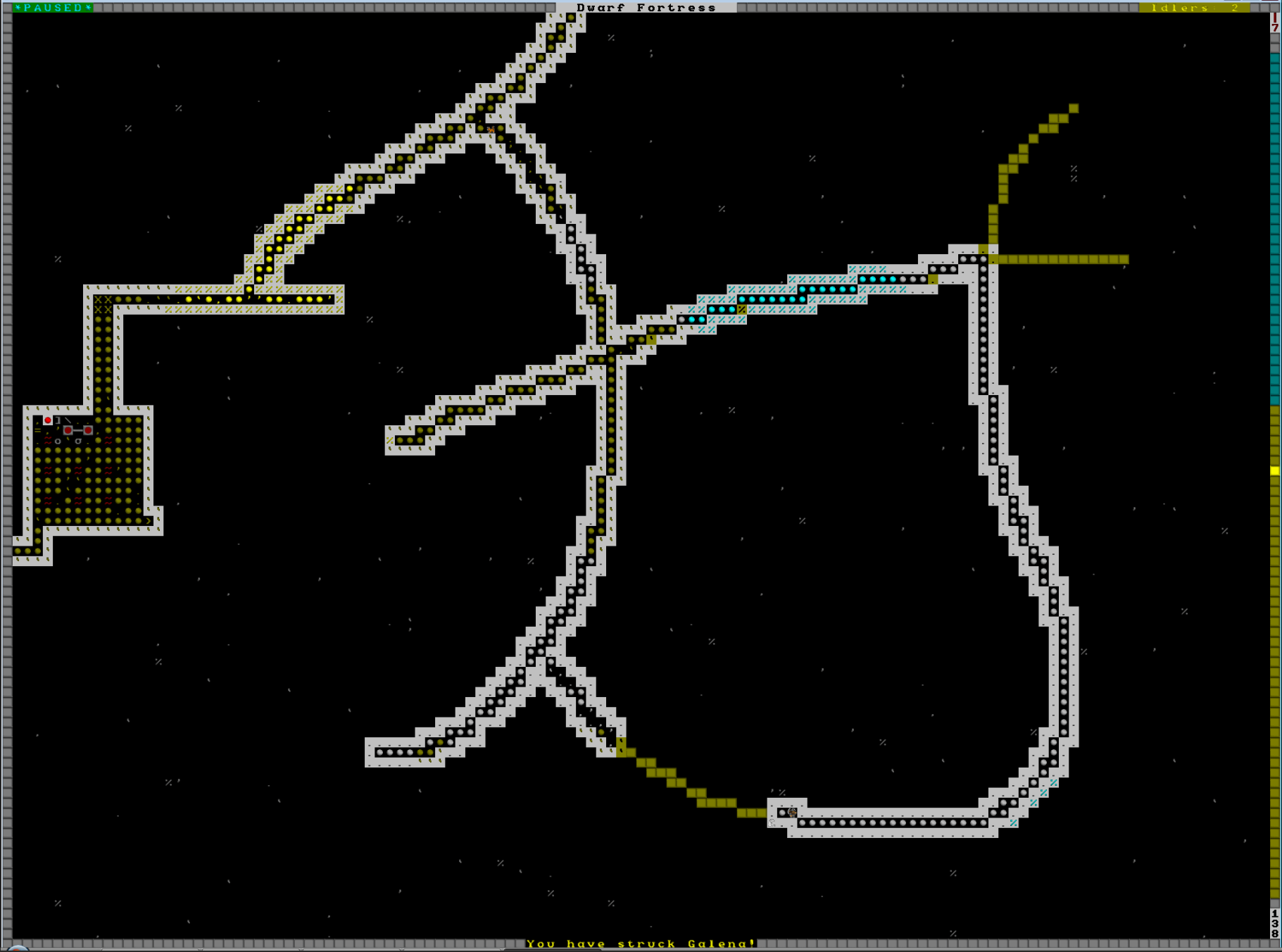
Bralbaard looked up crossly, "More stone for me to catalog?"

"Nope!" replied Ushat breathlessly, "Erm, yes, actually, I did find a whole pocket of microcline, but that's not the big news!"

"Then what did ye find," drilled Bralbaard, "Speak up, lass!"

"Galena!" Ushat exclaimed, her grin beaming out through her beard, "We'll be smeltin' silver in no time!"

"That's wonderful," Bralbaard exclaimed, looking happy for the first time, "An' here I thought that this place be,d devoid of any worthwhile deposits of metal!"



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 11:44:55 am**

Excerpts from the journal of Keldor Boltswelters:

8th Moonstone, 303:

A lot has happened during the last couple weeks, although none of it has been particularly interesting, thank Armok. First off, I figured out why no woodwork has been done in months. Apparently that carpenter with the broken hand (who made that wonderful bin!) was the only one of our fortress' carpenters who actually practiced carpentry. Imagine that! When I asked Olin about the lack of pump parts, he told me he was a woodcutter, and had never used a saw in his life! As for Solon, he insisted that he only made crossbows. However, given that Mafol may take a while longer to recover, and that our need for barrels and beds and pump parts is certainly not diminishing, I have ordered them to start learning.

I also happened to come upon none other than Bralbaard, doing nothing other than being a productive member of society and helping Ushat out excavating our new food stores! Said he had finished up the backlog of our records, and now thought he might be able to help with the mining! This is quite uncharacteristic of him, but I think I know his secret. He's just using this as an excuse to avoid meeting with the trade liason. Poor bloke has been following Bralbaard around for weeks.

Last, but not least, I have decided that it is time for us to start properly preparing some quarry leaf roasts. Of course, in order for us to do this, we need bags, and in order to make those, we need cloth. I've laid out designs for the workshops we'll need, and I'm hoping to eat the first roast by the end of winter.

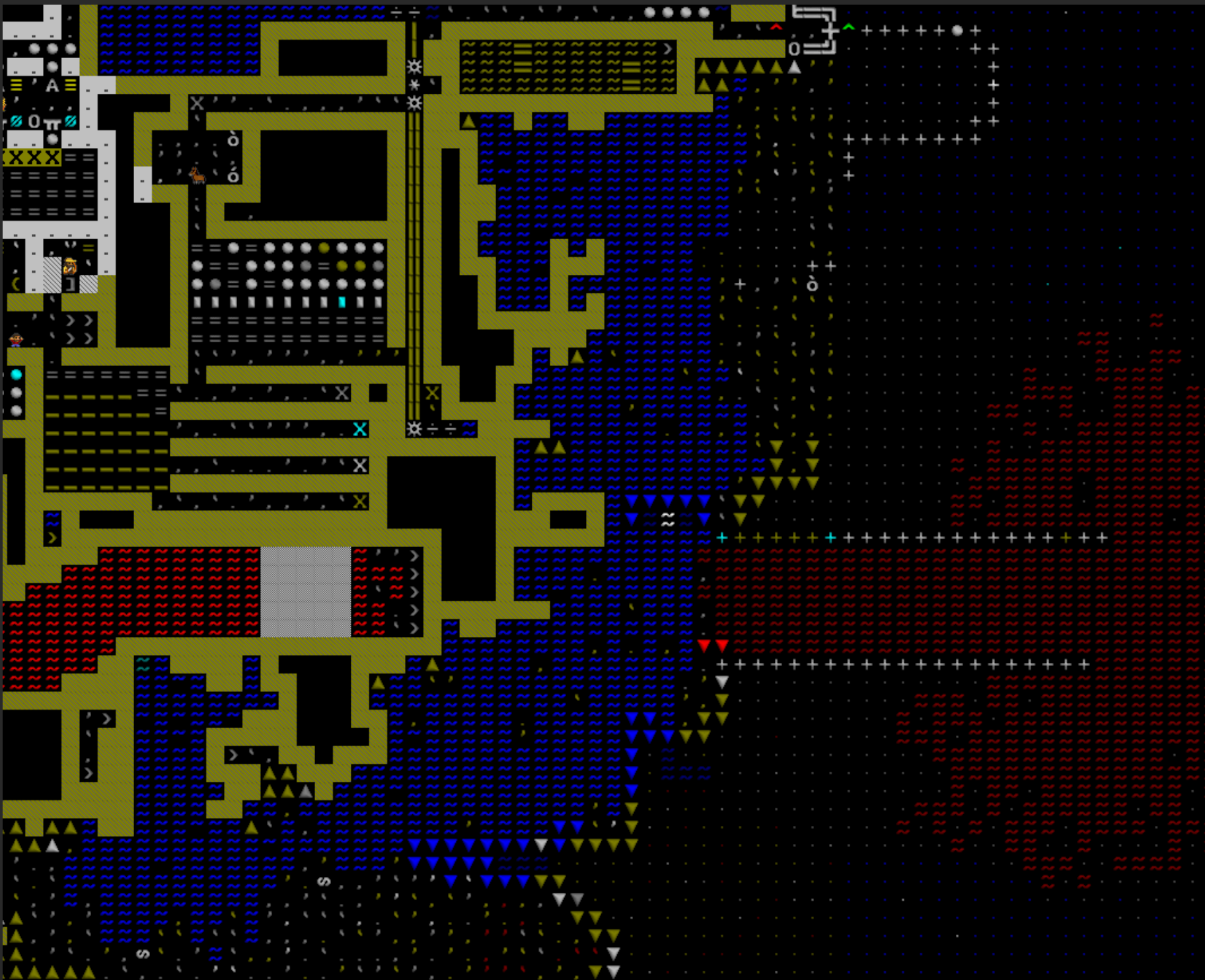
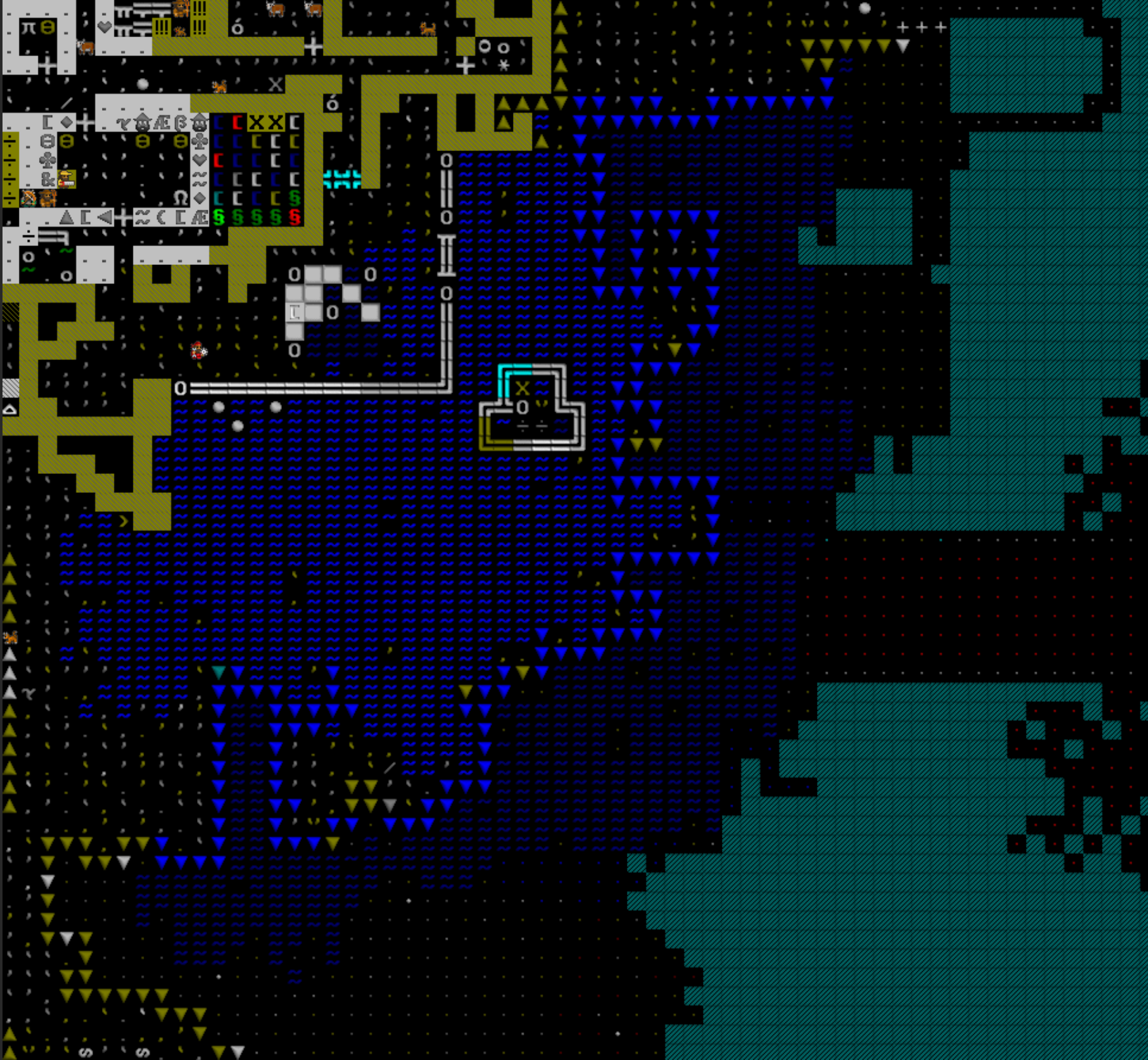
Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 12:17:04 pm**

A vast rushing sound filllel the halls of Halltraded as once again the tower lever was pulled. This time, far more water gushed out, enough even to spill over the top of the wall and into the trade courtyard. The water even went so far as to flood one of the passages of the underground cartway ankle-deep, and stopped the flow of lava not only at the chokepoint, but also further down, where the lava poured out of the hillside and into the channel.

Despite all this happening before the pumps could be shut off again, Christes was quite pleased. Not only had this proven that the new water supply was working, but he also thought that this would likely be the last time the lava channel would have to be extended to complete the dam, the flow of lava having petered out more than two thirds across the river.

Soon dwarfkind would celebrate its triumph as the damn river was at last fully dammed!



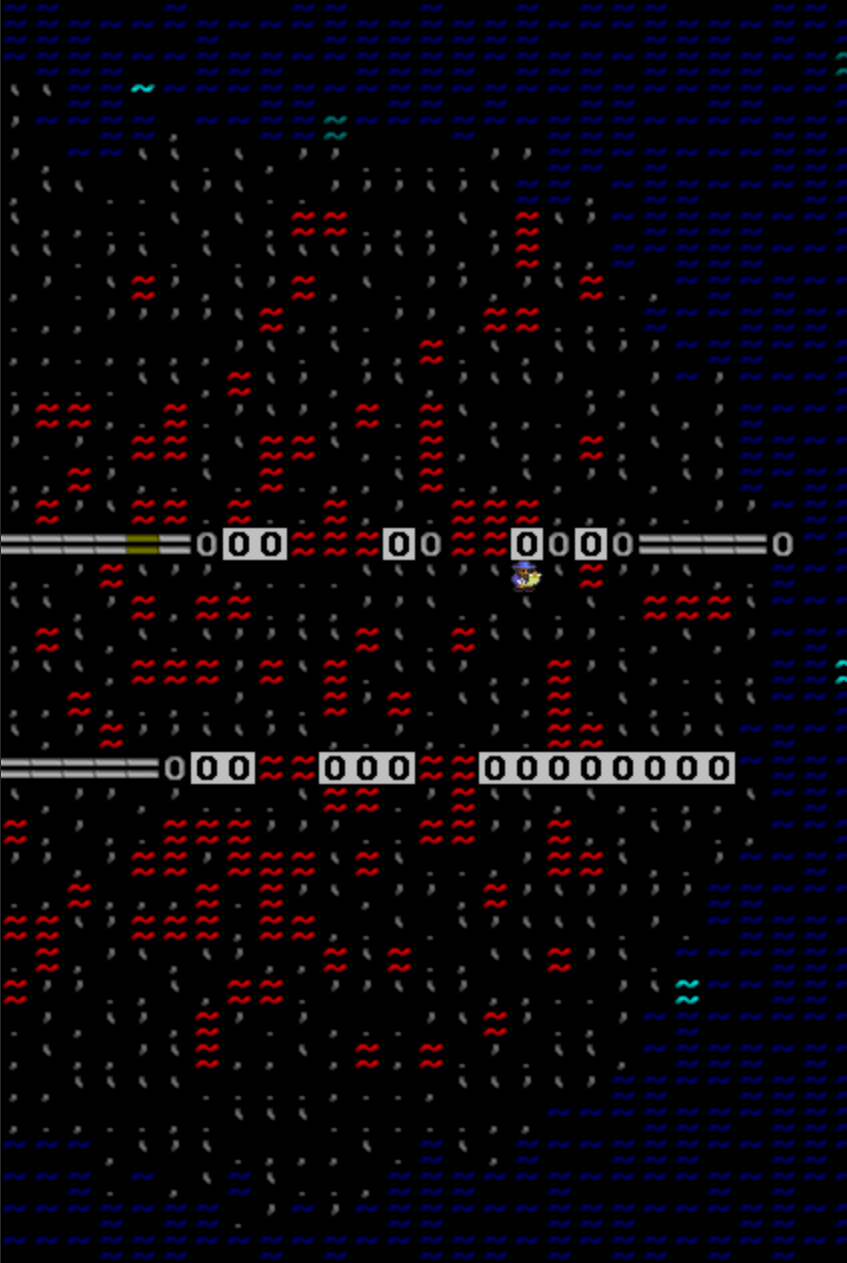






Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 12:38:23 pm**

Soon, the already cooled lava had become solid enough to stand on, and dwarves began to scurry across the smoldering rock carrying stones, with which they began to extend the channel once more.



It was during all this that the planter Reg Manorcove abruptly stopped her daily activities, suddenly overcome with the desire to create... something...

**Reg Dedukäs. Planter has been possessed!**

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 01:32:44 pm**

Emalustuth Sulus Athel, "Sensesfence the Crater of Rings", a Highwood crossbow

This is a Highwood crossbow. All craftsmdwarfship is of the highest quality. This object menaces with spikes of Highwood and Tube agate. On the item is an image of Urist Gearedraked the dwarf in Clear zircon. Urist Gearedraked is laboring. The artwork relates to the settling of the dwarf Urist Gearedrakedin Halltraded in the late autumn of 301.

Late one night, the dwarves of Halltraded gathered once again in the drinking hall, whispering about the wonderous crossbow, Emalustuth Sulus Athel, or Sensesfence the Crater of Rings.

"Wow, how did you ever create such a marvel?" one dwarf asked.

"I don't even remember making it," Reg replied.

"Who's the dwarf engraved on it, there, it looks like he's lying at our front gate, but I can't for the life of me remember ever seeing him," Bralbaard commented.

"Now that you mention it, I have no idea," replied Reg, "Maybe we should ask around? I have a feeling that that dwarf is real."

However, despite Reg's certainty that the dwarf on the crossbow was in fact a real dwarf, no one in the hall seemed to remember ever seeing him. An atmosphere of discouragement had fallen over the hall when Ushat arrived, sweaty from her work in the mines, and obviously in need of a drink.

"What's this, then?" Ushat asked, noticing the dwarves quietly conversing, "That's one fine crossbow you have there! Who made it? Say, that dwarf engraved there looks familiar, who is it?"

"I made the crossbow," Reg stood up, "And you hammered down the problem right there, no one knows who the dwarf is, but we're sure it must have been *someone*."

"You made it an' you don't even know who it is?" Ushat looked incredulous, "How can ye possibly not know?"

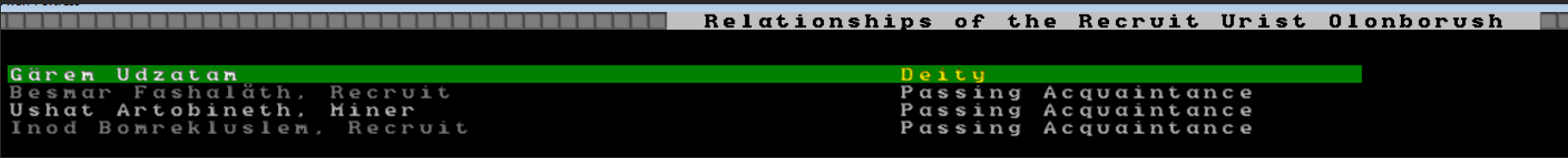
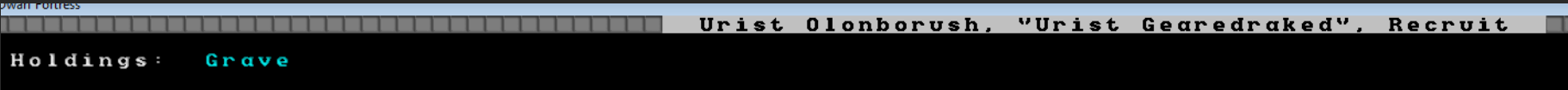
"Well," Reg looked toward her boots, "Truth is, I don't think I was really myself when I made it. In fact, I don't remember making it at all, an' if it didn't be for all these dwarves insistin' that they saw me makin' it, an' that I can't remember anything at all of the last few days, I'd say that it be'd someone else's work!"

"It sounds like a case of possession to me," commented Keldor, "Maybe that dwarf be dead, an' don't want us te forget him?"

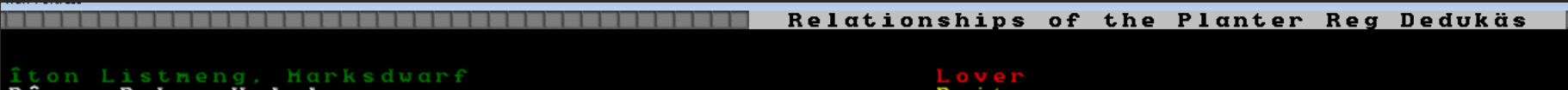
"Perhaps so," mused Ushat, "Oh! I just remembered who he is!"

"Who?" several dwarves asked in unison.

"That be Urist, Urist Gearedraked, one of our first immigrants! He never lasted long, I think the skeer mauled him before he ever made it to the gate! He lived through that, but never recovered. I remember bringing him water once."



"Of course!" Reg looked up from her boots, "New I remember! Urist wanted me to give it to ðton, that he could wield it and never forget what he protects! I'll go give it to him right away!"



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 02:00:16 pm**

Whew! just BARELY managed to get the lava restarted in time for the end of my turn! I even had to have the dwarves pitch a bucket of water over the last square where the 1/7 lava just refused it harden so I could finish the channel. As the year turned, Ushat was just channeling the last tiles holding back the lava!

Anyway, I think that the lava should make it all the way across the river this time, so all my successor has to do it stop the flow once the dam is finished. This means just pulling the lever to turn on the water tower pumps, and the water well do the rest. Be careful, though, that tower spits out water fast!

Anyway, I'll have the save and the map uploaded shortly.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 14, 2008, 02:09:40 pm**

Save: <http://dffd.wimbli.com/file.php?id=610>  
Map: <http://mkv25.net/dfma/map-3729-halltraded>

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Styrre** on **October 15, 2008, 10:18:29 am**

So, is it Madcat then or me?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **October 15, 2008, 10:32:44 am**

Madcat said he would take his turn if Keldor finished within a week, since that happened I assume he will play.

An artifact crossbow :-), now that's a nice artifact. How is our giant eagle pet doing. btw?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **October 15, 2008, 01:46:43 pm**

The eagle spends its time in the drinking hall with the dwarves. There's even a point of interest on the map if you want to see for yourself XD

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **October 15, 2008, 03:15:15 pm**

Quote from: Keldor on October 14, 2008, 02:00:16 pm  
Anyway, I think that the lava should make it all the way across the river this time, so all my successor has to do it stop the flow once the dam is finished. This means just pulling the lever to turn on the water tower pumps, and the water well do the rest. Be careful, though, that tower spits out water fast!

xD

I wasn't kidding when I first tested it.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **October 16, 2008, 07:39:57 pm**



I'll start tomorrow - sorry for the delay.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **October 18, 2008, 06:14:55 am**

What version is this for again?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **October 18, 2008, 08:46:20 am**

I will join you! Zekrish the Immoral will help this fortress prevail!!! :P

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Madcat** on **October 18, 2008, 11:17:02 am**

Actually, pass it to Christes - I have too much on my plate atm. :(

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **October 18, 2008, 02:18:39 pm**

Quote from: Madcat on October 18, 2008, 11:17:02 am

Actually, pass it to *Stirre* - I have too much on my plate atm. :(

Fixed.

One year is enough in this hellhole...

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **October 18, 2008, 02:37:17 pm**

I added Zekrish to the list.

Madcat, do you want another position on the list? I could just move you down a couple of spots if your busy schedule is non-permanent.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **October 22, 2008, 02:16:20 pm**

Any news?  
I'll gladly take it on if no-one else comes up.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **October 22, 2008, 02:29:17 pm**

I just PMed styrre, I say give him two days to respond.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **October 22, 2008, 02:32:13 pm**

kay.  
If not, I shall enjoy my holiday in the land of the skeletal carp.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **October 22, 2008, 03:25:08 pm**

I did PM him on saturday as well, but since the forums have been down for most of the time since (at least for me), he may have missed it.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Styrre** on **October 22, 2008, 03:48:09 pm**

Yeah, the forums were pretty much inaccessible for me for a few days - I downloaded the save and have started playing.  
(Will give my reports in journal mode, though, the storytelling way is pretty awesome, but I'm short enough on time as it is.)

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **October 30, 2008, 05:53:28 am**

Any joy yet?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 01, 2008, 03:12:46 pm**

hate to double post, but it's been well over a week since you last posted.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 01, 2008, 03:34:27 pm**

indeed. Been around lately?

Don't worry, it'll get to you maggarg ;)

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **November 05, 2008, 12:43:12 pm**

I'll send another PM, let's wait untill the weekend and move on.  
It's time to get this game going again.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 05, 2008, 01:34:28 pm**

Quote from: Christes on November 01, 2008, 03:34:27 pm

indeed. Been around lately?

Don't worry, it'll get to you maggarg ;)

Not even skeletal carp will stop me on this one.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **November 05, 2008, 11:31:39 pm**

Yes, we must continue, for the damn dam is not quite finished!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **November 08, 2008, 03:07:16 am**

I PM'ed NtheGreat.  
Lets let those elves downstream know that we're here.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 08, 2008, 05:12:34 am**

They'll notice when it runs with magma/blood.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **November 08, 2008, 06:34:17 am**

Or when it begins to dry up. XD

I figure that it's roughly the size of the Mississsippi normally....

Careful if you want to have it flow with lava, though. I know that the very early 3d versions crashed the instant a lava flow hit the edge of the map. Don't kknow if this ever got fixed.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **NTheGreat** on **November 08, 2008, 03:31:25 pm**

Received the PM. I'll get to work on the fort on Sunday/Monday.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 12, 2008, 04:00:16 pm**

How's it going?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **NTheGreat** on **November 14, 2008, 10:05:27 am**

Currently at Autumn. Should be done by tomorrow.

A word of warning: my report is going to be nowhere near as epic as Keldor's. I'm not all that great at narrative, so it's going to be more a brief report of the year than a wonderful tale about it.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 14, 2008, 03:19:24 pm**

Nothing wrong with that. Using a journal style is the most common as far as I can tell.

At least you'll get it done in a week :P

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **NTheGreat** on **November 15, 2008, 02:14:16 pm**

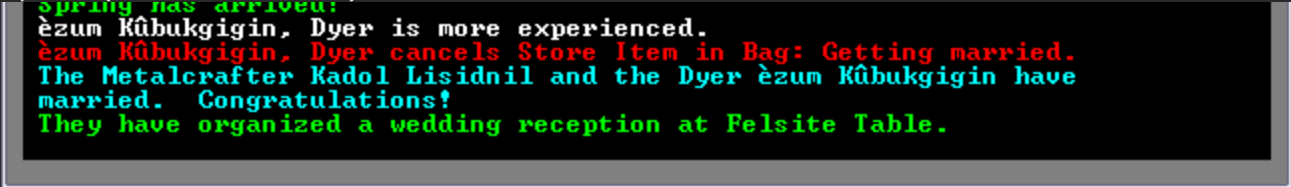
1st Granite.

I have been placed in command of this settlement for a year. Despite being situated in rather unpleasant surroundings, it's managed to survive quite well. It has, however, remained quite small, something which I hope to change. The work on damming the river started by the previous ruler has almost finished, and I hope to improve on the soon to be finished dam to allow it to control the flow of water and allow it to act as a bridge across this colossal river. Another small gripe I have with the fortress is that it's rather tangled, full of narrow, twisty corridors. Hopefully I'll be able to have everything expanded and spaced out a little to help aid transit through the place. We also seem to have a lot of farmers and not many stonemasons, so I'll have some of the farmers to start working on carving stone, and we'll soon have some more competent stonemasons.

I'll start off by having a little more space cleared out underground. We also don't seem to have much in the way of booze, so I'll also order some of that to be brewed.

Later that day.

Spoiler (click to show/hide)



It seems that this year has started with a wedding. Hopefully the rest of the year will consist of other happy events.

Attempting to dig out more space has already thrown up a couple of problems, however. There are several pools of water that have accumulated in the lower levels of the fortress, meaning that I have to be careful about where I tell the miners to dig, lest they breach

one of these pools and flood a large area of the fortress. I'll have to work on finding a way to drain them at a later date. For now I'll just have to have the miners work around them.

14th Granite.

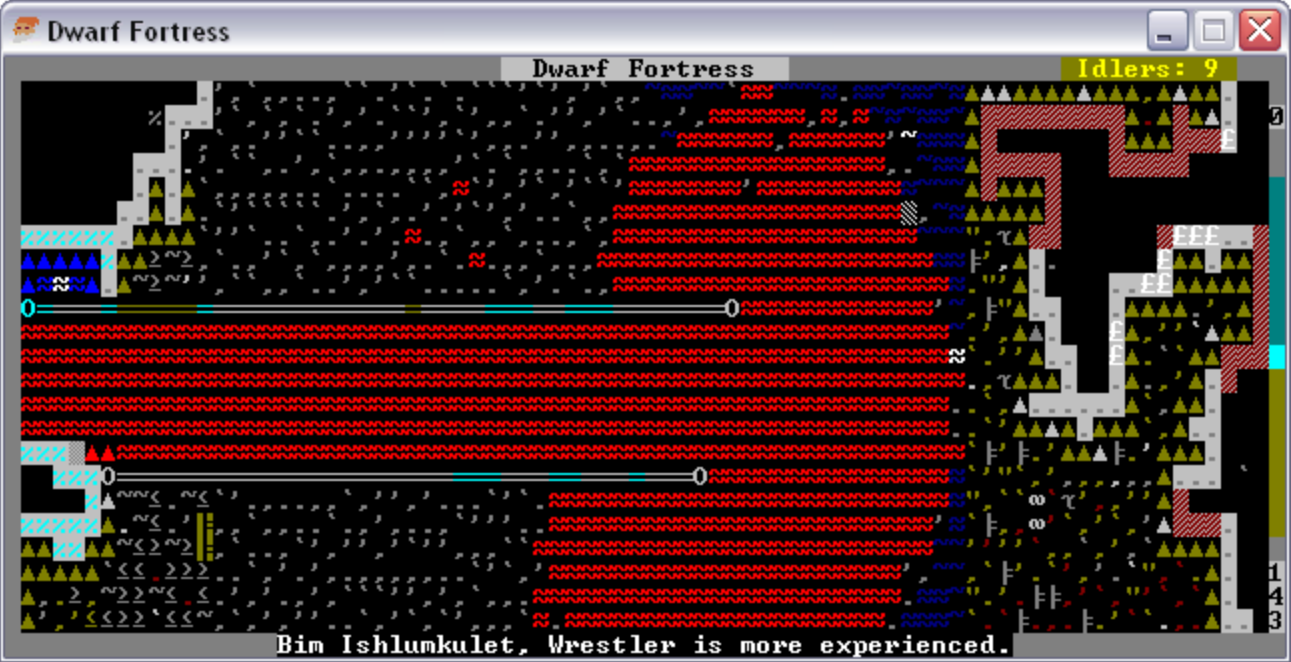
The elven traders have been sighted on the horizon. I decided to look through the records to see what we had to trade, and found that we had been making almost no crafts or worthwhile tradable goods whatsoever. Hopefully I can sell off some of the clothing that is lying in a stockpile near to the trade depot for now, but I'll have to set up a workshop to produce some dedicated trade goods later on, especially as we have two craftsddwarfs.

19th Granite.

One of the flooded rooms was breached today. A large portion of the area it leaked into was mined out already, so it should spread out and evaporate without too many problems, but it may collect in the central stairway and cause problems later.

21st Granite.

[Spoiler](#) (click to show/hide)



The lava flow has finally reached the other side of the river, blocking it's flow. Now we simply have to wait for the downstream portion to dry up. I will let the lava flow for a little longer, to thicken the obsidian dam and make it easier to carve out a bridge and controllable dam out of it later on.

6th Slate.

The elves had almost nothing worthwhile. Arrows, piles of thread and rope, poor booze, clothing too large for us. I had a couple of pieces of clothing traded for all the empty barrels they had, as we seem to be a little low on barrels at the moment.

20th Slate.

Migrants!

- 2 glassmakers
- 6 peasants
- 1 ranger
- 1 potash maker
- 2 miners
- 1 weaver
- 2 Furnace operators
- 1 fish cleaner
- 1 fish dissector
- 1 siege engineer
- 2 cheese makers
- 1 hunter

And a donkey. A grand total of 21 new dwarfs, bringing the population of Halltraded up to 54 and, per dwarfen custom, declaring Bralbaard Mayor rather than just an expedition manager. I'll have to order some better bedrooms dug out of solid rock so we can easily smooth down the walls. I've ordered the fish workers, the siege engineer and one of the glass makers to start learning how to shape stone, as we need

more masons around the fortress. I've also assigned the hunter and ranger to marksdwarf duty, and turned 3 of the peasants into recruits.

10th Felsite.

I ordered the water tower to be turned on briefly to stop the lava flow, as I feel that it has created a sufficiently large plug of obsidian in the river. Once all the left over larva has cooled, we can start work on a bridge and controllable dam.

22nd Felsite.

A loud sobbing echoed out over the fort, as a elf merchant standing around to the north became stricken by melancholy. Why, I have no idea, although it may be due to the fact that the donkey he was

leading is heavily injured and unconscious. I just hope that if he dies, it won't affect trading next year.

16th Hematite.



The human caravan has been spotted on the horizon. Hopefully They'll have plenty of useful stuff to trade, unlike the elves.

Most of the lava on the dam has cooled off, so I've ordered the walls built on it previously to be removed, allowing us to start work on improving it.

22nd Hematite.

The humans came mainly with wood and metal bards, all of which I had purchased. I'll have much the same ordered for next year.

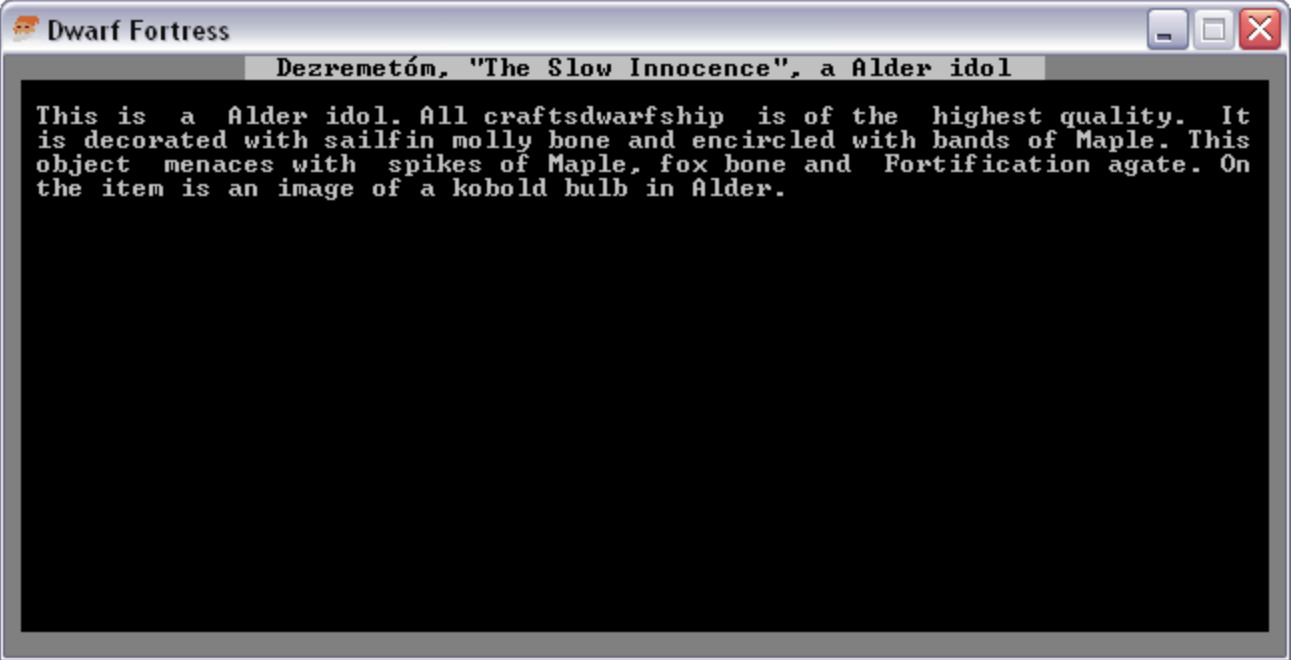
The river has almost completely dried up. Unfortunately most of the fish seem to have been too dead beforehand to be concerned by this. Well, as long as the river's not flowing, no more disturbing fish should turn up.

5th Malachite.

One of our children has been been possessed, by the looks of things. He's gone and taken a craftsdwarf's workshop, and is now running around muttering and looking for stuff.

11th Malachite.

[Spoiler](#) (click to show/hide)



Nothing special, I guess. Seems the kid rembers nothing about it, so he's not going to grow up with any useful skills.

17th Malachite.

Another couple have married. Rakust Kikrostmomuz and Degel Kerligoslan. I should really have a bigger meeting room carved out, as the current one seems a little too social.

26th Galena.

The wrestlers have spent long enough training to call themselves champions. We should be able to easily defend the fortress in the event on an ambush. Personally I would like to give them weapons and armour, but we don't have the iron or steel to spare.

13th Limestone.

Another marriage. I need to organise the construction of a bigger meeting hall.

16th Limestone.

The dwarfen caravan has been sighted, hopefully carrying plenty of useful goods. I'll order some clothing to be moved to the trade depot, and hopefully we'll be able to get everything we need in exchange for it.

27th Limestone

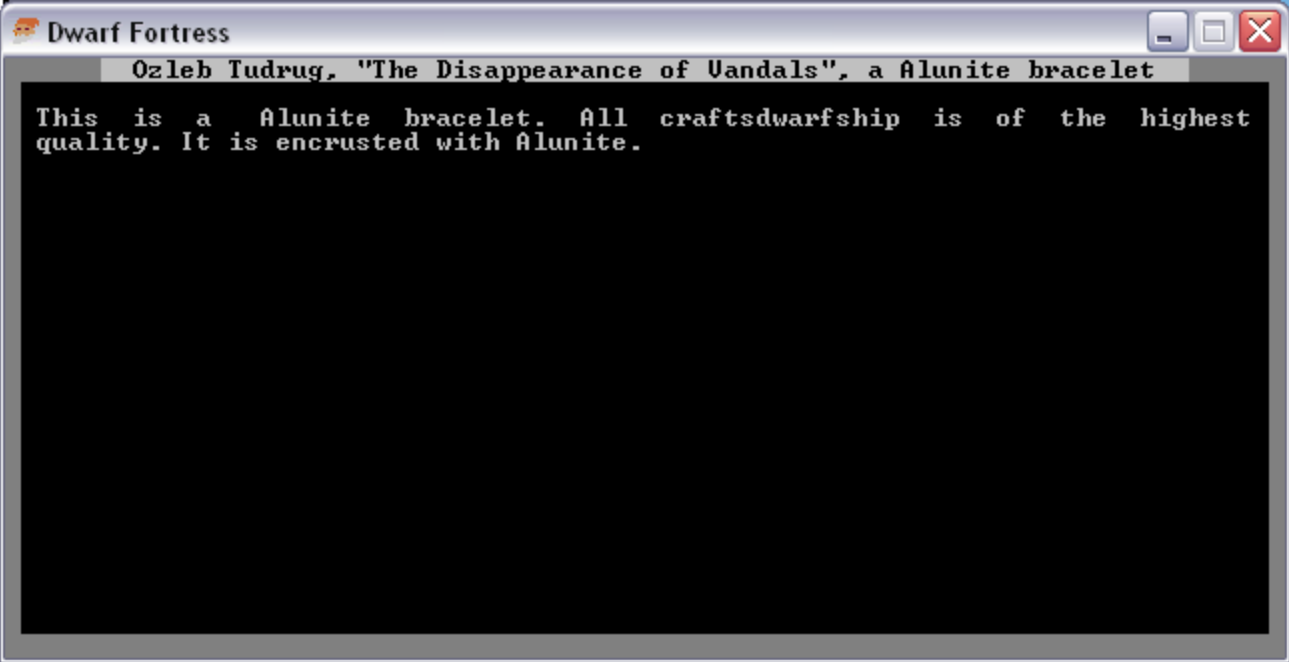
I had as all the booze the caravan carried purchased, as well as as many metal bars as we could afford. I'll have to have some stone crafts made, so that we can afford more the next time the caravan comes around.

22nd Sandstone.

A fish cleaner has gone all quiet and run off to a craftsdwarfs workshop. Seems we're going to end up with another useless trinket, but hopefully she'll remember how she made this one.

28th Sandstone.

[Spoiler](#) (click to show/hide)

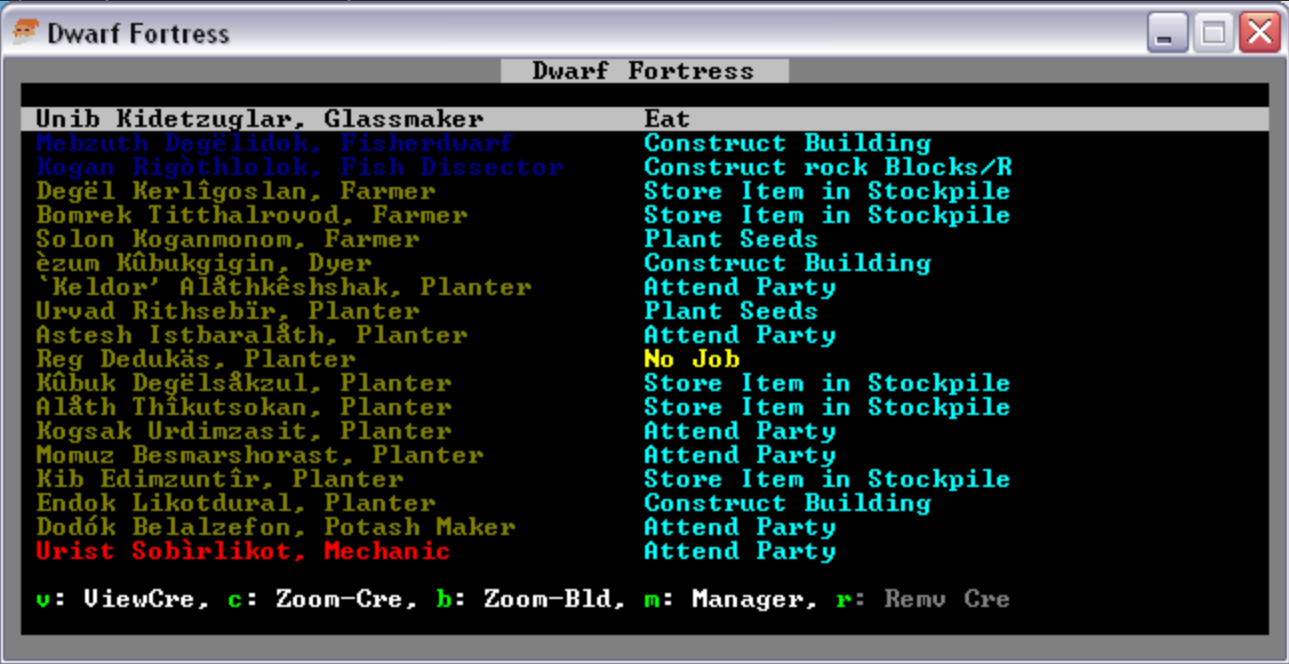


Worth 2,400. She suddenly became incredibly good at engraving after making it though, so I'm not going to complain too much.

Work on replacing the dam is continuing at a steady rate, and will hopefully be completed before the year is over. The number of available blocks for building it is a little low, but that's mainly because I've been asking the masons to build so much other stuff.

16th Moonstone.

[Spoiler](#) (click to show/hide)



No wonder nothing gets done. Everyone seems to be either partying, or moving something from point A to point B. A bigger meeting hall is underway, which should reduce the amount of time people spend goofing off. Work on the dam has ground to a standstill as nobody is doing anything, and we can't have that.

21st Opal

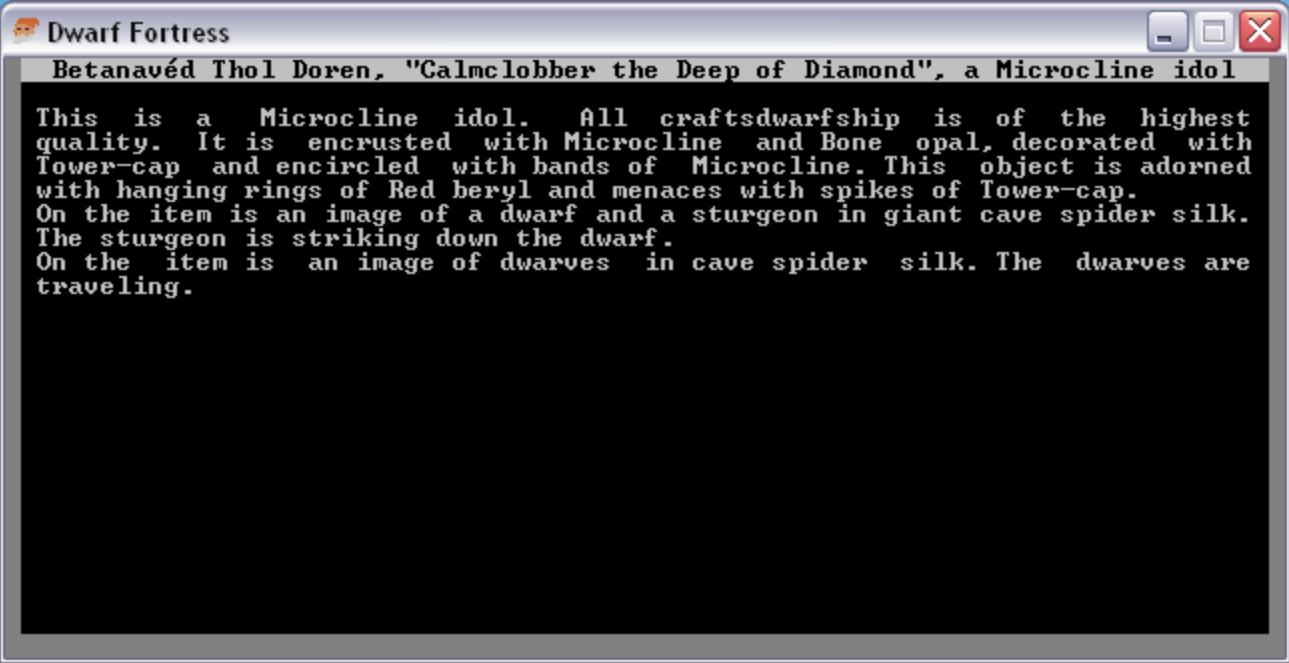
Work on the floodgates and wall grates is complete, separating us from the contents of the river. The miners, however, don't seem to realise this and keep panicking every time they see the undead fish wallowing in the dry riverbed. I wouldn't have a problem with this if it wasn't for the fact that spring will soon approach and I really want to get this improved dam finished.

6th Obsidian.

Another dwarf who does something with fish has come over all quiet and run off to a craftsddwarfs workshop. I don't mind the fact that all these fisherdwarfs are gaining inspiration, but it would be nice if they made a piece of furniture or something, rather than a useless trinket.

14th Obsidian.

[Spoiler](#) (click to show/hide)



The fisherdwarf made an idol, depicting the the founding of Halltraded and some dwarfs getting taken down by a fish. Wonderful. He's become great at stonecrafting, however, so I'm not going to complain.

I get the feeling that I'm not going to get the dam completed before the end of the year. A recent shower of rain is also cause for concern as the lower portion of the river has begun filling with water. I hope the sky clears before the river starts flowing backwards...

1st Granite.

Spring has come around, and, as per tradition, I shall pass my rule onto the next suitable person. Whilst I was unable to complete the dam, it simply needs a couple of tweaks before it is complete.

And there you have it. All the dam needs is some time for all the mechanisms to be installed, the lowered bridges to be raised, and the rock blocking the front and back of it to be channelled out. The river looks full, but that's due to a recent rainfall rather than a leaky dam. All the water in it is at level 1 or 2.

Map. (<http://mkv25.net/dfma/map-3964-halltraded>)  
Save. (<http://dffd.wimbli.com/file.php?id=668>)

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 15, 2008, 07:57:14 pm**

I would've thought Christes and Ushat to be the ones getting married, myself.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **November 16, 2008, 02:43:33 pm**

Wow, it has been a good year for halltraded, have there been no undead attacks at all?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Hieda no Akyu** on **November 16, 2008, 03:47:53 pm**

~~May I sign up for this sucession fortress?~~  
Never mind, I've reconsidered.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 16, 2008, 03:57:07 pm**

heh, that was a quick change of heart.

Has anyone contacted maggarg?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **November 16, 2008, 04:27:38 pm**

I send him a PM earlier today.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 18, 2008, 02:27:41 pm**

Wouldn't it be amusing if Maggarg missed the turn after all of that excited posting earlier?

I'd be willing to take another turn next month if no one else turns up btw. I have finals now, though.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 19, 2008, 01:08:41 pm**

Ohai.  
I understand the enormous irony.  
Downloading now.  
Won't be able to play today as I have chemistry homework and my mother still insists that everything I own is still technically hers, although since I am, by age at least, defined as an adult, she doesn't.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 20, 2008, 02:55:36 pm**

Diary of maggarg, Foreman.  
1st granite  
Some dwarf came running up to me today and told me I was in charge.  
Apparently that thing I signed wasn't a birthday card, it was a contract forcing me to become leader of the fort circa 305.  
We are so doomed.

2nd granite  
I got the maps and trade figures today. I could have cried. I'm a simple mining foreman, I hit rocks with a pick, and shout at people to make them mine faster.  
I'm not a mechanic, an economist, a brewer or a cooper.  
I am the last person a fortress with a giant dam, miles of axles and gears and a severe booze and barrel shortage.  
I think I'll cry now.

5th granite.  
I ordered lots of barrels to be made. Lots. I don't want to have another day without booze.  
I also told someone to close the floodgates. Apparently the elves have a forest downriver, and it's be a shame for it to flood. Better just to dry it all up.

10th granite.  
I just noticed that those dead fish in the river are still moving.  
They're clawing at the mud on the banks to the fort.  
I hope there isn't a ramp there.

11th granite  
I decided to have that big pillar-y room smoothed. We need pretty rooms here.



14th granite.  
The hippies arrived.  
I think they might have something to say about their dry riverbed.

18th granite.  
They did. I think I'll let them sweat it out. By Armok, I love abusing power.

21st granite.  
Someone had a baby.  
All over my nice smooth floors.  
I need a drink.  
Oh snap, still no booze.

23rd.  
Christes still isn't trading for that beautiful booze.  
I can hear it singing to me.

28th.  
No booze no barrel make maggarg go crazy  
No booze no barrel make maggarg go crazy  
No booze no barrel make maggarg go crazy  
No booze no barrel make maggarg go crazy  
No booze no barrel make maggarg go crazy

3rd slate.  
The booze was finally lifted from elven hands and the filthy cannibals sent packing.  
There's enough to last another two months.  
Oh no.  
Not now there isn't.  
Migrants and a noble.  
Welcome to fucking halltraded, boozesponges.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **November 20, 2008, 03:16:00 pm**

A noble, huh? I wonder how hard it would be to arrange a little accident with the skarp...

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 20, 2008, 03:21:46 pm**

As to the shortness of the update, I accidentally deleted my log and had to start from what I remembered.  
Oops.  
I plan to get another two or three months done, homework allowing.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Judas Maccabeus** on **November 20, 2008, 06:24:39 pm**

You... you ran out of alcohol. And had to get some from the elves.

This is the worst day in the history of dwarfdom.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **November 21, 2008, 02:13:06 am**

Quote from: Christes on October 18, 2008, 02:18:39 pm

One year is enough in this hellhole...

Quote from: Christes on November 18, 2008, 02:27:41 pm

I'd be willing to take another turn next month if no one else turns up btw. I have finals now, though.

Poor Christes, the lack of booze must have gotten to him.  
I added Christes to the list for a second year, if anyone else wants to take a second turn, let me know.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 21, 2008, 03:48:51 pm**

Well it's more like - if no one else wants to :P

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 22, 2008, 09:00:01 am**

4th slate  
I'll have to start digging out that noble's room soon, or he'll have a massive fit and throw himself into the river. I'll make sure it's close to the magma though, just in case.

6th slate  
All designated and planned out. Not as close to the magma as I'd like, but I suppose I can't have everything.

7th slate  
Kicked the elves out of the fort. In the most undignified manner.  
I look forward to that barrel of sunshine I have.

11th slate  
still not enough barrels. I have ordered the farms to stop farming. Or whatever they do. 800 plump helmets is enough for anyone.  
With that done, I expect we'll have enough barrels by summer.

13th slate  
My giant room is smoothed.  
Now, what to do with it. I really should have thought this through.  
I'll have that patch of red beryl engraved though. Perhaps the pillars as well.

17th slate

worryingly, there are loads of warm walls, months after the dam was finished by the other administrators.  
I'll just assume that's someone else's problem.

18th slate  
lots of the engravings in that room are about some dwarf called Lorbam drowning.  
Us dwarves are known for our cheerful and optimistic outlook on life.

19th slate  
I walked into my office today.  
More accurately, I waded into my office today. There are hundreds of little bits of red paper, all relating to people canceling a job because they had damp socks or they saw a dead fox. Admittedly, the fox was still moving, but do they really need to tell be about everything?

20th slate  
Decided to use lots of stone on some walls.  
I just want to be rid of the nasty, messy stone. I hate rocks lying around. Seventy years staring at rocks in the dark will do that to you.

22nd slate  
smooth that noble's room dammit.

26th of slate  
There is definitely a lot more of the riverbed visible. There are definitely more barrels.  
Today is definitely a good day.

27th slate  
Why are the champions spending so much time outside the floodgates of the bridge.  
They aren't even attacking the carp.

1st felsite.  
The dungeon master's room still isn't smoothed.  
He isn't pleased, especially since I've been calling him "he" for nearly a month and it turns out she's a she.  
We dwarves are a funny lot. Perhaps I should have listened to my brother,maggarg, and gone adventuring with elves and humans. But here I am, just like Uncle Maggarg, managing a fort and a mine. At least I'm not a soap maker like my grandma, Maggarg.  
We really are a funny lot.

2nd felsite  
The dungeon mistress/master's rooms are being furnished, then engraved.

3rd felsite  
The other wall is done.  
Time to make more. Dunno why.

OOC  
Another day, another month.  
It's decided to start snowing here in Hull, which is unusual because we're so near the coast and so low and flat, so I'm going to go out and make snow angels because I'm a giant kid.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 22, 2008, 03:30:26 pm**

800 plump helmets xD  
  
Cook that shit.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Mashirafen** on **November 23, 2008, 11:56:59 am**

I'd like to give this a go, I've always got plenty of spare time to do it.  
  
I'm not the most experienced DF player, but I can read up on anything I haven't come across yet and I'm pretty confident I won't destroy the fort. =P

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **November 23, 2008, 04:33:30 pm**

Cook plump helmtes? HERESY!!!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 24, 2008, 11:08:20 am**

Quote from: Christes on November 22, 2008, 03:30:26 pm  
800 plump helmets xD  
Cook that shit.  
Never!  
  
I'll update again today, I want to get LOTS done.  
LOTS.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 24, 2008, 01:30:12 pm**

I'm crying tears of blood.  
I got through an entire season when DF crashed for the first time in months.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **November 24, 2008, 02:42:21 pm**

That's bad news, I seem to get a lot of crashes with DF, mostly due to my crappy computer overheating.  
  
I added Mashirafen to the list.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Mashirafen** on **November 24, 2008, 02:49:58 pm**

Quote from: Maggarg - Eater of chicke on November 24, 2008, 01:30:12 pm  
I'm crying tears of blood.  
I got through an entire season when DF crashed for the first time in months.

Well start playing through it again then. ;P

Might want to save often too in case it happens again.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **BlakeKoris** on **November 24, 2008, 07:43:28 pm**

I actually wouldn't mind a go at this fort.

Just know, I'm likely to try a Boatmurdered.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 25, 2008, 01:03:15 pm**

Note: Don't try a boatmurdered, just let it happen :P

Easy enough with this fort...

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 25, 2008, 02:11:52 pm**

Quote from: Christes on November 25, 2008, 01:03:15 pm  
Note: Don't try a boatmurdered, just let it happen :P  
Easy enough with this fort...

I got another crash today, which is irritating, supremely so.  
I've finally traced it to some fiddling around in files man was not meant to fiddle with, and it's fixed.  
More rehearsals now though, so it'll be at around 9-10 o clock GMT.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 26, 2008, 04:48:32 pm**

Sorry again, I forgot about Senior House drama.  
I intend to finish my year though, even if I have to spend the rest of the week playing df.  
If it's any consolation, I was in drag.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **November 27, 2008, 12:34:57 pm**

Still 3rd felsite  
I have decided to take a few weeks of "hands off" administration.  
I can tell this won't work. (period from now to 30th, when the last crash happened.)

13th felsite  
My fingers are itching. may be going mad.

19th felsite  
My afternoon nap was interrupted today because someone went berserk.  
He was promptly mangled by a champion.  
back to sleeping.

21st felsite  
I couldn't get into my office today. Why? it was a solid mass of red paper.  
Each and every one complaining of a job canceled because there happened to be a dead fish half a mile away.  
I have removed all red paper in the fort.

24th felsite  
The dwarves are beginning to riot and I'm not quite sure why.

25th felsite  
another dwarf stricken by a madness. Melancholy madness.

26th felsite  
another dwarf stricken, this time a child.

27th felsite  
half the workshops are clogged, and we can hardly move for the masses of stone.

1st haematite  
The dead fish are massing near the dam.

4th haematite  
One more hellish month down, nine to go.

5th haematite  
A woodworker went berserk today.  
He's killed 2 dwarves.

7th haematite  
three dwarves. The mood is quickly worsening and I can't seem to do anything about it. I keep telling myself it'll be ok, we dwarves are prone to outbursts of temper, but we calm down. It doesn't work. I've heard the stories of the forts that went wrong, and especially the Fort of which nothing is spoken.

8th haematite  
Four dwarves. The madman is a menace, but the army can't catch him. He runs away or hides, and they never follow him, almost as if they want him to kill us.  
The tantrums are getting worse by the day, and I'm not sure if I can keep a lid on it.  
Oh no. Six dwarves.



9th haematite  
Seven dwarves.  
A chilling omen, considering that seven dwarves are sent to an outpost.  
Struck Morions today, digging a tomb.  
A farmer fell into a deep depression today.

10th haematite  
A champion was killed today as a result of the axe wounds inflicted on him by the maddwarf.  
Another dwarf is becoming depressed.  
Horror of horrors!  
My great friend, and our first leader, Bralbaard Salzirdallith has been killed.  
The riots are really kicking off now, a workshop has been destroyed.

11th haematite  
I saw the berserk dwarf today. He was truly terrible, bloodstained and foaming, swinging his axe, not caring whatever he hit, be it tree or dwarf. Truly, we are doomed.  
He has slain 10 dwarves.  
A bowyer is stricken by a mood.  
A mad farmer has thrown himself into a pond and drowned.  
HE has killed 11 now.

12th Haematite.  
The army is rising against me, I don't know what to do.  
They're trying to break into my office, the door is nearly off the hinges.  
This place is a death-trap, avoid it, please. I shall send this journal to Sir halltraded, should I survive.  
Goodbye, signed Maggarg Artobineth, Mine Foreman and Leader of Halltraded.  
\*At this point, the log ends. Another book can be seen on the shelf of records.\*

12th Haematite 305  
The Diary of Bim Ishlumkulet, Champion and Commander of Halltraded.  
We, the army of halltraded, have formed a Coup against the weak and unstable government of Maggarg Artobineth, a mere miner. I have declared martial law and national service.

(ooc) oops.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 27, 2008, 03:47:29 pm**

Oh snap, are you going to kill the fortress?

If so, reclaim!!!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Mashirafen** on **November 27, 2008, 04:21:59 pm**

You'd better reclaim if you do, I want to play. D=<

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **November 28, 2008, 12:17:32 pm**

The ghost of the now deceased Bralbaard haunts the remaining dwarves in their sleep:

"It must have been the elves, I'm certain, they must have put something into that liquor they sold us to poison our minds, and make us fight eachother! Never give up!, do not quit as long as we have a single living dwarf! We will make the treacherous hippies pay!"

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 28, 2008, 03:23:53 pm**

Did Christes die yet?

If so, playing again might be a non-trivial thing.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **November 29, 2008, 10:12:09 pm**

You shouldn't have removed their red paper!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **BlakeKoris** on **November 30, 2008, 07:10:52 pm**

Huh...

Hey, maybe we should make this a "What could have happened" Year? Everyone's dying.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **November 30, 2008, 09:17:10 pm**

nah, unless the fort is totally screwed we might as well perservere.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **December 01, 2008, 03:40:37 pm**

Agreed, we had several near extinction events in the first years, and we made it. Even if we die, the next person can try to reclaim.  
Boatmurdered wouldn't have been fun if all had gone smoothly.

I am curious though, where any of the games that crashed going this badly ::)?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 01, 2008, 06:57:08 pm**

Just a note:

I'm up next after Zekrish, but since Zekrish's last active date was the 23rd, there's a fair chance that I'll be going next. I have finals and such until December 12-ish, so I might need to be moved down the list a bit.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Mashirafen** on **December 02, 2008, 12:55:24 pm**

Does that mean I'm likely to be the one who has to clear up all this mess?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 02, 2008, 04:14:43 pm**

yes. But it depends when Maggarg is finished. If you're willing to give me more time than usual, I could probably do it too.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **December 03, 2008, 06:14:38 am**

I'd love to take another turn, though I have to finish my turn at Abbeyverse first.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 05, 2008, 12:15:32 am**

So Maggarg, how's it going? It's been a while.

Note: Maggarg hasn't logged on since his last update, so we should either expect a complete update soon or nada.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Mashirafen** on **December 06, 2008, 04:29:50 am**

I think if we don't hear from Maggarg by the end of today Christes should probably start from the last save.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **December 06, 2008, 07:41:45 am**

I pm'ed Maggarg to ask him for an update, or the latest savegame, depending on whether he has continued the game.

Zekrish is the next person on the list but has been inactive for a couple of weeks, I also send him a PM to find out if he is still active.

Lets wait a couple of days to give them some time to respond.  
I also added Blakekoris and Keldor to the playing schedule.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **December 06, 2008, 07:56:04 am**

aaaagsagfagdjafdyag.  
I had the PC taken away for a week.  
I'm going to play DF with a vengeance.  
Raaaa.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **December 06, 2008, 09:03:41 am**

The Diary of Bim Ishlumkulet, Champion and Commander of Halltraded.

12th Haematite  
I have decided to draft all dwarves to slaughter the madman.  
We shall mass-produce coffins and fill one of the old strip-mines with them. This may stop the tantrums. A larger dining room must be made to accommodate the full fortress and to increase morale.  
Rule through Strength.

13th  
the madman is attacking a diplomat. This may buy us time.  
The human savages have arrived. We will take their goods and evict the wandering scum.

14th  
A dwarf is constructing something. He may continue, as it will remove the patina of blood and discord from the fort if finished.  
The Dungeon master had died. This is most vexing, as he was greatly skilled in operating the furnace.

17th  
another crafter died.  
The mood is bad, but not getting worse.  
Soon we will be stocked up on food and other goods by "charity" from the human apes.  
A furnace operator stricken by madness.  
This is really infuriating. That idiot woman maggarg let this place go mad.  
I think I'll smash something or someone.

18th haematite  
The moody dwarf produced a perfect crossbow. Christes estimated the worth at nearly 65 thousand gold pieces. The action on it is quite sublime, the balance perfect and the finish and decoration is quite something to behold. Truly worth the fine willow log used.

19th  
A glassmaker bled to death today.

21st  
I killed the murdering axeman with my bare hands today. He barely nicked my skin.  
It can only improve from now.

22nd  
I spoke to soon.  
A planter has gone mad and berserk.  
We shall kill him.

He was quickly struck down by some quick-thinking planters.

24th  
The general mood is beginning to improve, thank the gods.  
Maggarg has asked to be allowed her old job back, and she is quite frank about her deficiencies as leader. I have allowed her this.

26th  
I will begin labour redistribution today.  
Human scum brought no food or drink, but many barrels.  
we may drink once more.

27th  
I am having all the old farms destroyed, as they were in a dismal state of disrepair and poor organization. I will have them replaced with large, one-crop fields.  
First, though, we will need booze.

28th  
The great river is nearly totally dry. Even the thick silt is beginning to dry out.  
The fortress is recovering.

1st malachite  
Again, there are less tantrums, although another dwarf is deeply depressed.  
I estimate that there are perhaps five such dwarves. I will not impede them in their attempts to die.

2nd malachite  
another dwarf has gone mad. I have ordered more statues and engravings.

3rd malachite  
Another case of madness. If this goes on, the mood will worsen once more.

4th malachite  
Executed a worthless peasant today. Cheered my squad and I up to no end.

ooc:  
Total boatmurdered narrowly averted. The fort is slowly recovering.  
I think I'll actually hand it over at the start of autumn because I've been so disastrously terrible.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **December 06, 2008, 11:19:24 am**

Any idea why the dwarves started tantruming in the first place? Was it really just that carpenter with the broken hand going beserk from too much time in bed and killing a couple dwarves that set it all off?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 07, 2008, 02:43:17 am**

fun stuff. How many dwarves are left?

My senior thesis is due on the 12th. Worst case is I take my turn on the weekend of the 13th - 14th.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **December 07, 2008, 05:46:51 am**

Quote from: Keldor on December 06, 2008, 11:19:24 am  
Any idea why the dwarves started tantruming in the first place? Was it really just that carpenter with the broken hand going beserk from too much time in bed and killing a couple dwarves that set it all off?

Killing about 17 would be accurate.  
Probably another 5 or so died in the tantrums or of madness.  
happy fun stuff.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **December 07, 2008, 08:26:02 am**

5th malachite  
A planter stricken by melancholy again.  
Thankfully, someone has thrown a party, which may improve the mood somewhat.

8th malachite  
two craftsdwarves have gone mad. I shall make a grand party-hall.  
We must improve the morale if halltraded is to survive, and I have sent an urgent message to the king and to the Rt.Hon Halltraded himself, warning the next leader of the disaster, and of my auxiliary rule until the the start of autumn.

11th  
two more cases of madness. I feel that I may go mad myself if this does not stop.  
I am making all the useless dwarves into masons. We need masons to make coffins.

12th  
I have ordered that if the situation is hopeless, we shall wall up the fortress to ensure that the pathetic remnants of life do not escape.  
Oh, and to remove the levers for the floodgates to punish the elves. I blame the elven booze that Maggarg stole for this situation.  
A miner has gone berserk. Again, I have drafted someone to take care of this.

14th  
Blast them! My orders were not followed, and the madman has killed a miner.  
I have had someone lure him here, I see him now!  
\*the journal breaks off for a while, and there is some obvious damage visible, clearly caused by a very strong dwarf casting it away in a hurry to attack a maddwarf.\*

I cast him down with my bare hands, making him the second madman I have killed.

16th  
Another case of madness.  
(OOC: Dwavern Bedlam anyone?)  
We are down to 49 able-bodied and minded dwarves, approximately 30 less than in Felsite, when our troubles began.

18th  
No-one has gone mad for two days now!



A child has died of thirst on top of a barrel, but he was an orphan, one of many.

21st  
Still no madness! I finally took a good look around the fort, and I honestly could have cried. The place is the worst laid out, most inefficient and ugliest cesspit I have ever had the misfortune to observe. My great-grandfather would throw a tantrum, were he still alive to see this. A note to my successor; excavate and rewall the top two or three levels of this place..

24th  
Over 8 days of sanity, with fewer and fewer tantrums. Population at 47, working population probably around 35-40. An injured peasant died of thirst today.

25th  
The mason's shops are so badly clogged that we cannot use them. I am demolishing them and having them rebuilt. I have decided I will retire at the end of this month instead.

27th  
We have remained free from new cases of madness these last two weeks, and the tantrums grow fewer and less violent. I hope I have left this place in a manageable state for the next in line.

28th  
Terrible, terrible news.  
I have found that the last person killed by the mad axedwarf was none other than Kib itonnish, the trade liaison and paron of this fort. He was a great dwarf, and we shall honour him by regenerating this fortress.

1st galnena  
It is today that I officially prepare what remains of the office for the next leader, and step down from power. I can only hope that they save this fortress.

OOC:  
That really could have gone better, couldn't it. A lot better.  
That carpenter was the !!cat!! to the powder keg. The fortress was already in a very bad mood before he decided to go all jack the ripper on us, and after killing the first five or so it got out of hand.  
We couldn't make any more booze because there were no barrels, and I couldn't turn the farms off because they were made of about 900000000 tiny little 1x1 farms.  
Anyway, there are a lot less dwarves and the dam is still a mess and the workshops are clogged and there are still no barrels and the fort is on the verge of all-out carnage.  
Welcome to fucking ~~beatmurdered~~ halltraded.

Save:  
<http://dffd.wimbli.com/file.php?id=712>

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 01:22:01 pm**

Hmmm..... I will restore order to this fallen fort! Hard diciplin and though training will create a soldier caste! The entire fort shall be covered in engravings telling of my greatness and..... goodness! I will restore order!! Then there will be cake in the diningroom....

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Mashirafen** on **December 07, 2008, 01:31:02 pm**

Good luck man, you'll need it.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **December 07, 2008, 01:36:37 pm**

Good luck, you'll need it. (Edit: Mashirafen just beat me in posting that while I was typing) This should be fun though.

Since the year is not yet half way, we probably could run turns from autumn to autumn for now, that shouldn't make much of a difference.

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **December 07, 2008, 02:03:07 pm**

Hmm... I hope that we can get all the fallen dwarves buried before they begin to rot, or else we might have even more madness coming soon...

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Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 02:23:22 pm**

28th malachite: The nice dwarf at the tavern gave me an map! [<http://mkv25.net/dfma/map-4080-halltraded>] apparently my uncles fieth over a small fortress has run out! And i'm in charge! Ahhhh.. This doesn't look so bad... sure.. it, not elegant... but with a little love and care I'm sure it can be nice! I will start travelling there tomorrow... Should be there the day after tomorrow.

2nd galena: BY ODIN!!!!!! WHAT IS THIS! There are wounded dwarf everywhere stone is lying around in the corridors and no one seems to know anything!!! I called a meeting with all of the town nobles. Two dwarfs came! Two!! And one of them where just a stranger eating cheese and sitting in one of the corners!! My uncle is nowhere to be found... apparently he either skipepd town or has shaved and changed name... First of all I called a new meeting with all dwarfs in the fortress! I gave new position to all dwarfs seeming to at least half of their wits together.

Where ever I go there are people throwing tantrums after me!! A planter died of thirst!! Apparently someone didn't give him water in time! The heal care is terrible! But okay... first of all... we will make ten buckets so we can give water to everyone... I found some levers... but what do they do? Apparently they control the river!! But how? Is it magic?

Led Titthaloddom, Craftsdwarf is throwing a tantrum!  
Led Titthaloddom, Craftsdwarf has calmed down.  
Mafol Etostzuntîr, Carpenter is throwing a tantrum!  
Reg Dedukäs, Planter is throwing a tantrum!  
Erush Therlethathel, Stray Cat <Tame> has adopted Iden Mothdastedëm, Engraver.  
'Keldor' Alâthkêshshak, Planter has calmed down.  
Sâkzul Umstizzulban, Child is throwing a tantrum!  
Reg Dedukäs, Planter has calmed down.  
Migrants were too nervous to make the journey this season.  
Mafol Etostzuntîr, Carpenter has calmed down.  
Olin Kacothmelbil, Woodcutter is throwing a tantrum!  
Sâkzul Umstizzulban, Child has calmed down.  
Momuz Besmarshorast, Planter has died from thirst.  
Led Titthaloddom, Craftsdwarf is throwing a tantrum!  
ônul Tunomfikod, Stray Donkey <Tame> has been struck down.  
Kadol Lisidnil, Metalcrafter is throwing a tantrum!  
Olin Kacothmelbil, Woodcutter has calmed down.  
Led Titthaloddom, Craftsdwarf has calmed down.  
Iden Mothdastedëm, Engraver is more experienced.  
Kadol Lisidnil, Metalcrafter has calmed down.

Cursed tantrums!!

13th of galena:

Apparently our poor marks dwarf Átir was stricken by melancholia... I tried to cheer him up by some fun magic tricks but he was crushed... hopefully he will recover... The levers still puzzle me... I look at them.. I anointed them with holy oil I brought with me and sang a small chant to bless them.. but nothing.....

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 02:51:33 pm**

24th of galena: Okey.. this is abd.. real bad.. people are dying frm stravtiona and misery... 3 dwarfs so far... I'm currently locked inside my office with a horde of angry dwarfs outside.. I ahve orderd coffins and buckets to be made and the dining room will be dug out a little bit diffrent from then from my predessecors plan...

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 02:58:34 pm**

27th of galena: Apperantly we forgot to give Ezum water.. and now he is dead! What a tradgedy what a comedy!! \*unreadebal scribles\*

29th of galena: More deaths! the levers are not giving me any answeres! I ahve mined the corridors wider so we can transport the dead more effectivly!!



4th of limestone: Solon has gone berzerk!! DEATH TO THE TRAITOR! DEATH TO THE QUISSLING!! I will have ORDER! By the way Urvard just died.... he just didn't see the point with it anymore.....

5th of limestone: He killed Urist! HE has an axe!Those damn farmers! Growing mushrooms?!?! Murder simulations is what that is! Pulling thos plump lushus plumphelmets from teh ground and eating thier raw flesh!! Murder i say!!

Now he killld a mule to!! Luckily our beloved champion was there moments later and slew the evil doer!!! He will be given a medal for his efforts!!



Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 07, 2008, 03:03:04 pm**

This is getting ugly.

But EPIC.



edit: Maggarg - when you picked your dwarf, did you know you were picking Christes' lover? Talk about awkward...

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 07, 2008, 03:11:00 pm**

Double post, I know, but what levers are you trying to use? I set some of those up.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 03:18:17 pm**

10th of limestone: I pulled the levers it did nothing!!! NOTHING!! I know why!! Because it is a test..... a test for fishes of the dead!!! The carps are scaring people!!! What si the the test.. i have pulled the lever and now?? what shall i do Fishies!!



OFF: Dudes.. this will not end well.. when all the sad dwarfs are dead... there will be an maximum of maybe.. 20 left...

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 07, 2008, 03:24:48 pm**

Nothing wrong with 20 left. Think it as wiping the palette clean. It's also easier on the fps.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 03:39:06 pm**

16th of limestone: Kûbuk and Urist died! they died and went away! diiiieeed! the fishies....

Led just laughed in my face when i tried to make him happy!! Some one more then me is posetiv to this situation!! but he laughter sounded wrong.... fell.. and terrible....

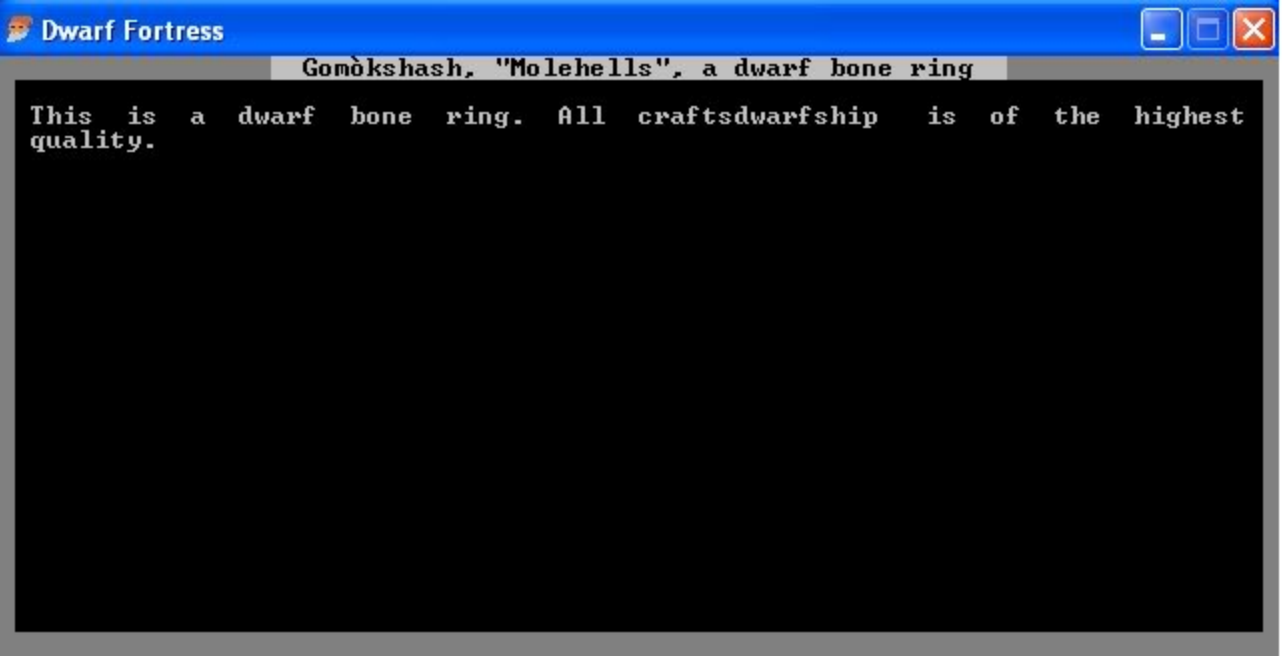
And a caravan arrived!! i will buy booze for the dwarfs! so they can drink away thier problems!!

17th of limestone:  
Led took a butcher shop! how nice! we need food! Kogsak died, he died! A new mayor has been choosen! thats good right? right?? And it is me! ME!!



20th of limestone: Led made a gift!! for me!! it is a beautiful bone ring!! but in some way... it feels wrong to wear.... He call it MolesHell... maybe a new name for this fortress.....





Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 04:00:48 pm**

24th of limestone: a miner went berzerk... He killed the bowyer, he killed a dog and a mule!! A new record!! i will write it on the wall!!  
Write it on the wall! The he was killed!!

2th of sandstone: No migrant! good!! The traders are finaly done unpacking!!

3th of sandstone: THE CHILDREN!! HAPPY HAPPY CHILDREN!



He killed a coooooooooow! and a hooooooooorse!!!

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 04:55:22 pm**

21th of sandstone: I know what i will do! I will dig to the center of the earth! the levers tells me the answeres are all there.... all there....  
People are throwing tantrums everywhere.....

22th of sandstone: New fields are being made!

26th of sandstoen: two peasents have been made Masons..... and a stripmingin has begun in the lowest layers of the mountain!!! We will soon find the answer room!!!!

2th of timber: MY GOD! the amount of glimmering stones in the deep is fascinating!! we will make something with it!! something, something, something!



3th of timber: HE DIED! HE WAS SAD AND NOW HE DIED!!

8th of timber: unreadable scribe

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 07, 2008, 05:02:17 pm**

Are you just going to go until the spring, or go for the full 12 months?

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 07, 2008, 06:07:50 pm**

what do you mean? i'm going to go until the end, i'm in late autumm atm

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **December 07, 2008, 07:41:19 pm**

It's just that Maggarg ended early. I was curious if you were going for a year from that stopping point, or if you would go until a Spring to get it back on track.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Keldor** on **December 07, 2008, 07:53:23 pm**

I see I'm still alive! I guess I spent so much time in my office that I didn't make any friends.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Zekrish** on **December 08, 2008, 11:13:06 am**

5th of timber: Mafol died today.

6th of timber: Emeralds!! Emralds in the depths!!

8th of timber: I ordered the building of a windmill to power some of the unpowered millstones on the first floor!!

11th of timber: Reg died!! He gnawed his legs off!!!!!!!

13th of timber: we might not make the winter! To few dwarfs are happy....and when the winter depression kicks in.. maybe the fishies know??

20th of timber: Tosid died today

OFF: this won't work out.. we are 16 ableminded dwarf left of 20 and with every death two follows...

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Muno syoan** on **December 08, 2008, 01:21:37 pm**

Keep going, even to the death. Someone can always reclaim, and the Halltraded Spiral of leg chewing Madness is too fun to not finish. ;D

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 08, 2008, 02:08:14 pm**

In my experience, there are usually a couple dwarves who survive tantrum spirals to go on. Does anyone have the "doesn't care about anything anymore" tag?

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Mashirafen** on **December 08, 2008, 02:24:15 pm**

If we do reclaim, I suggest naming some of the dwarves after everyone who's played the fortress, as well as any other notable dwarves.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 08, 2008, 02:26:02 pm**

Agreed - like children or brothers/sisters perhaps?

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **NTheGreat** on **December 08, 2008, 04:14:35 pm**

I'm wondering what kind of engravings we're going to start getting now. I doubt engravers are going to be carving any pretty pictures of this fortress any more.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Muno syoan** on **December 08, 2008, 05:59:08 pm**

Quote from: Zekrish on December 08, 2008, 11:13:06 am

5th of timber: Mafol died today...  
...11th of timber: Reg died!! He gnawed his legs off!!!!!!!...  
...20th of timber: Tosid died today...  
...OFF: this won't work out.. we are 16 ableminded dwarf left of 20 and with every death two follows...

I think the engravings might be quite unique.  
"Here is a masterful engraving of a dwarf, surrounded by tantruming dwarves by Urist McKogan. The Dwarf has gnawed his legs off!"

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 08, 2008, 07:21:57 pm**

Question for everyone:

At what point should the fort just be abandoned and reclaimed? If there are just 3 or 4 dwarves left, do you think it's better off just abandoning and coming back?

Also, if I'm heading a reclaim party, would everyone be cool if I take requests for dwarves *a la* a community fortress?

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bralbaard** on **December 09, 2008, 01:49:42 am**

Continue for as long as we have living dwarves, it would be epic to survive with four dwarves remaining, and rebuild a strong fortress from that.

I woulnd't necessarily want a dwarf named after me. Bralbaard is dead, and is part of history now. You could name a dog, or other pet after me though. seems more fitting :-P  
(is it possible to name pets?)

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bluerobin** on **December 09, 2008, 12:22:55 pm**

I've actually had a fort where tantruming killed about half the population and a goblin siege killed the rest except for one child, who was injured and unconscious. The goblins left for some reason, migrants showed up, nursed the injured child back to health, and started the fortress running again. It's been a while since I played it, but I remember it working pretty well when I left it. The kid must have some serious emotional and physical scarring though... But there is hope for Halltraded! Also, could I be added to the list? It'll probably be a while until I get my turn but I'm here often enough that I should notice a PM when my turn comes around. I think I'll play a fort of my own from the initial save file in the meantime... I've never managed to find a site as undead as this one, even when I tried.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Muno syoan** on **December 09, 2008, 01:57:33 pm**

Actually, could you throw my name onto the end of the list, too? I don't know where this place is going, but I want to be there when it arrives.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Zekrish** on **December 09, 2008, 03:04:50 pm**

[Last play!]

5th of moonestone:  
*From the heaven came the gods wrath*  
*And pushed us down a horrid path*  
*Full of anger, hate and spite*  
*Dwarfs fought in days and nights*  
*Against eachoter in a hatefull war*  
*They slauthered them all kings, queens and lord*  
*Will someone survive this test of old*  
*I don't think we will be told*

23th of moonstone: Keldor! We lost him! His wife died then he died!!

24th of moonstone: No one will transport the corpses to the graveyard... no one, no one...

6th of opal: We never thought it possible.... new hope has been born.... this child will mark the new start for this once proud fortress!  
**Meng Likotost, Mason has given birth to a girl...**

17th of opal: The final strike on the fishies is coming... coming.... First we take thier water.. then the soldiers take thier lifes.....

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bralbaard** on **December 09, 2008, 03:42:32 pm**

Aaah... Tantrum spirals and poetry... such a harmonic and joyfull combination.

I updated the players list.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 09, 2008, 03:53:32 pm**

Quote from: Zekrish on December 09, 2008, 03:04:50 pm

[Last play!]

5th of moonestone:  
*From the heaven came the gods wrath*  
*And pushed us down a horrid path*  
*Full of anger, hate and spite*  
*Dwarfs fought in days and nights*  
*Against eachoter in a hatefull war*  
*They slauthered them all kings, queens and lord*  
*Will someone survive this test of old*  
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**Meng Likotost, Mason has given birth to a girl...**

17th of opal: The final strike on the fishies is coming... coming.... First we take thier water.. then the soldiers take thier lifes.....

What you you mean by final play? You haven't finished a year yet. :P

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Zekrish** on **December 09, 2008, 04:24:57 pm**

23th of opal: Die they must die! The fishies must die!!

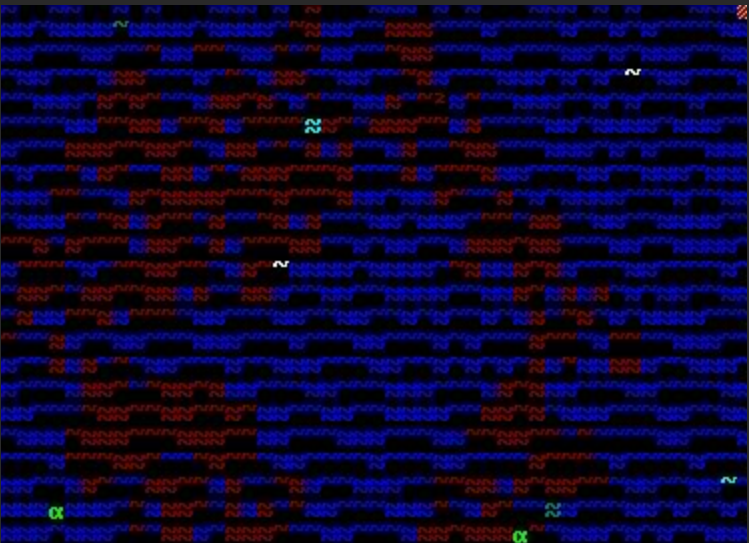
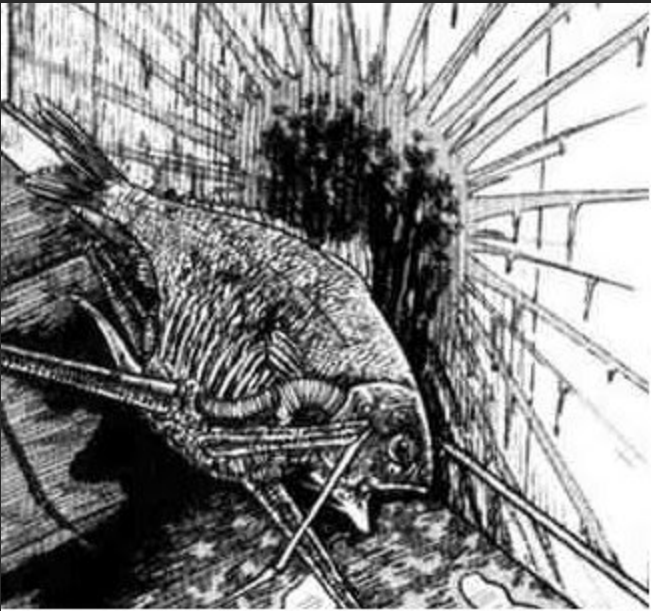




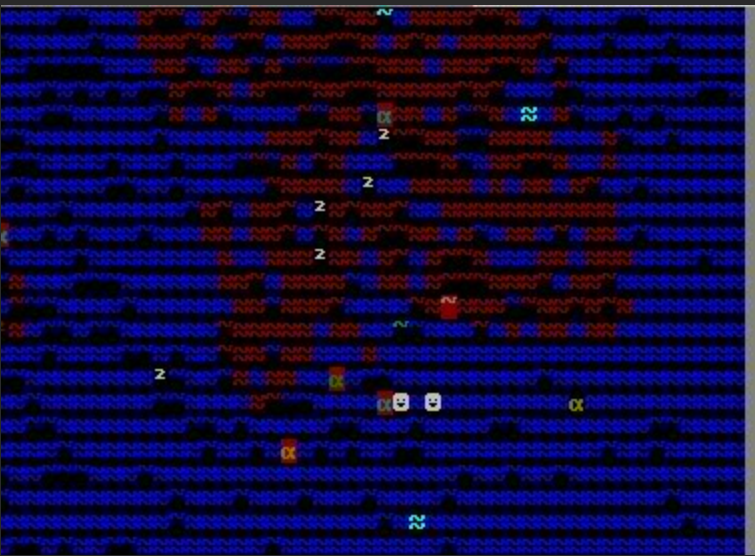
Momuz Elismosus Titthalstettad Kezkíg. Champion has entered a martial trance!

24th of opal: Three fishes are dead!! Chrushed to pieces by the mighty hammer!!!!

25th of opal: More deaths!! Chrush, chrush, chrush!



2th of obsidian: The slaughter... it continues!!



24th of obsidian: Soon it will be over! my fieth has ended! this fortress will be someoneelses problem!!

30th of obsidian: good bye!!Good bye!

Okay.. the fortress is a disaster! We NEED migrants.. no one is doing anything and the fortress is so goddamn ugly! I will pass on any other turn :P. But well.... it was kinda fun to play such a horrible fort! When stone hauling comes on again please finish my grave!

Download from Uploading.com (<http://uploading.com/files/T1RVQ3DL/save.rar.html>)

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Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 09, 2008, 04:39:11 pm**

You know there's a special site to upload DF-related stuff right?

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Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Zekrish** on **December 09, 2008, 04:40:54 pm**

yeah but by some reason i couldn't upload.... and after my fith try i got kinda pissed :P

---

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 09, 2008, 04:58:05 pm**

I just looked at the fort, and all I have to say is wow... We'll need some restructuring.

I won't be able to get to it right now though. I have important stuff due this week and will probably spend this weekend getting information together for my advisors.

If everyone's willing to wait until next week for updates, then I'll just do that.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **BlakeKoris** on **December 09, 2008, 07:32:44 pm**

...

WHY, do I have the feeling I'll be the one to have to Reclaim and bring back order? Why?

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Muno syoan** on **December 09, 2008, 07:50:12 pm**

Because you're an optimist.

You believe this place will still exist in two years. :P

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 09, 2008, 07:52:17 pm**

Actually it might not be so bad unless someone else totally botches it.

I ran the fort for a couple days before ending the program, and I didn't see any tantruming dwarves. But I have never seen an uglier fort in my life...

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bluerobin** on **December 09, 2008, 10:17:51 pm**

haha yeah I'd have to say I agree with you on that. Everyone definitely develops a fortress style over their DF play career and mine revolves around order... I started a game on the first save of this fort and the second thing I did was gut most of the first floor and rebuild it ::) The first thing I did was reassign labors... that miner woman dwarf that got to legendary mining was apparently EVERYTHING at one point in her life... I've never seen more skills on a dwarf in my life.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bralbaard** on **December 10, 2008, 02:12:54 am**

Quote from: Bluerobin427 on December 09, 2008, 10:17:51 pm

haha yeah I'd have to say I agree with you on that. Everyone definitely develops a fortress style over their DF play career and mine revolves around order... I started a game on the first save of this fort and the second thing I did was gut most of the first floor and rebuild it ::) The first thing I did was reassign labors... that miner woman dwarf that got to legendary mining was apparently EVERYTHING at one point in her life... I've never seen more skills on a dwarf in my life.

Yes the first year was a disaster that still haunts us, I had only three dwarves that where conscious, that had to do healthcare and all other tasks, including digging out and building a fortress. I basically crammed everything I needed in the small space I managed to dig out. There were stockpiles in the corridors and even in the bedrooms. It all eased up a bit when the migrants arrived, but by then the dammage was done.

As for rebuilding a fort from the current chaos:We could dig a new city deep, deep below and away from the current chaos, and use the old cursed city as a giant graveyard for our and future generations. (and a place to lock up prisoners, mad dwarves, and the occasional noble or elf diplomat)

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Muno syoan** on **December 10, 2008, 06:30:05 am**

- 1.Hollow our hillside where current fortress is located.
- 2.Build stone Obelisk in cavity.
- 3.Sacrifice remaining dwarves to Armok in masterfully crafted suicide booth on the top.
- 4.? ? ? ?
- 5.Profit.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bluerobin** on **December 10, 2008, 06:39:38 am**

Hmm... not sure how I feel about mass suicide, but hollowing out the hill's kind of a fun idea. ;D

And I definitely understand fortress design borne of necessity. I was actually pretty impressed at the variety of trained skills on the limited number of dwarves...

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Glacies** on **December 10, 2008, 06:40:24 am**

Dig out everything and construct new walls.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Zekrish** on **December 10, 2008, 12:46:25 pm**

may i suggest something?

FIRE! AND LOTS OF IT!!!! HAHHAHAHAHAHAHAHAHAAH!!! BURN STUNTYS BURN!!!!!!!!!! \*hack\*

Otherwise.... well the entire first floor must be destroyed... and the second and third to... begin rebuilding society on the fith floor and i might consider another turn :P

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 10, 2008, 05:19:00 pm**

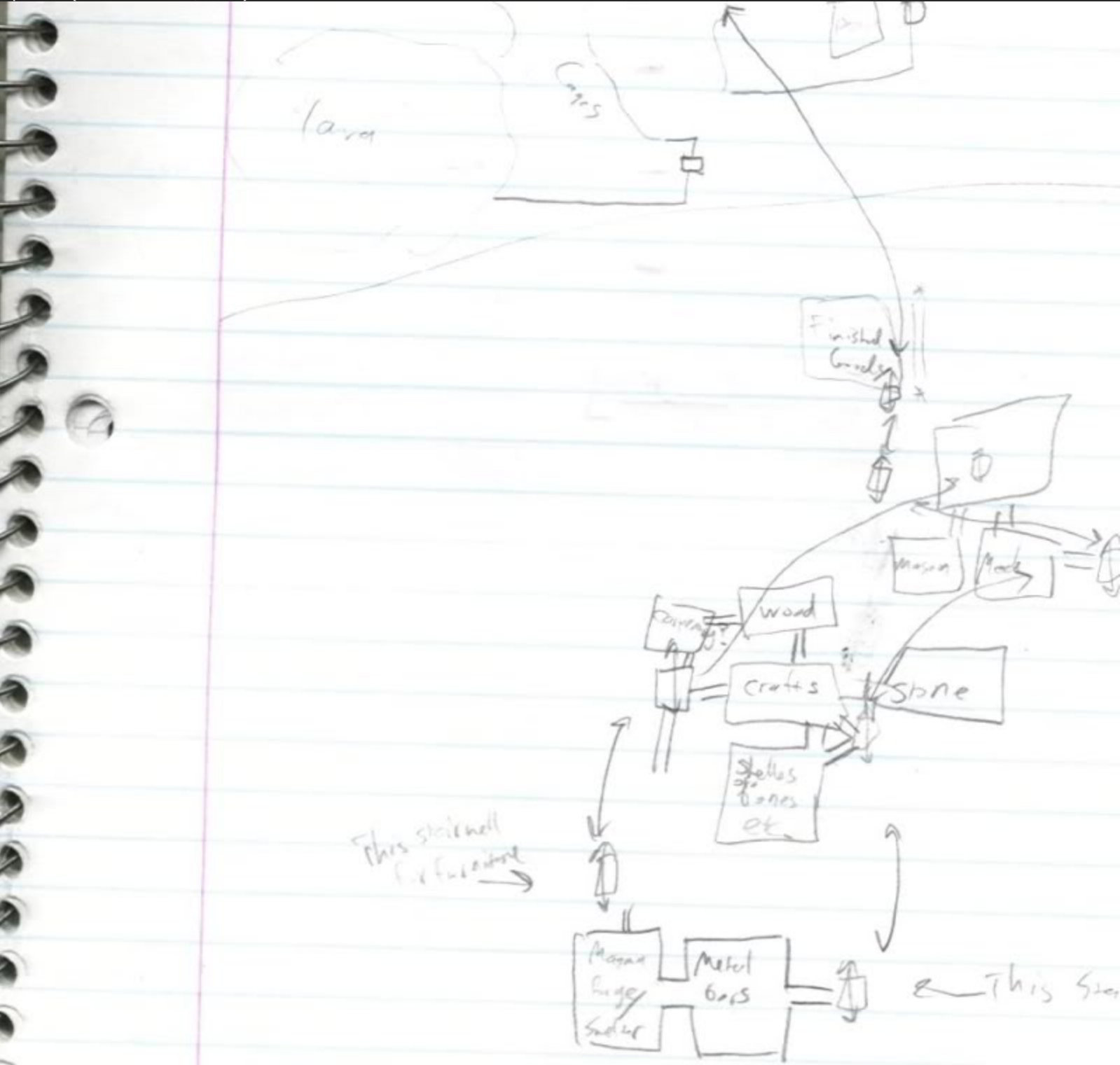
Right now I'm planning on making the top two floors into storage areas. I'm not quite sure how to deal with the catacombs on level 4

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **varkarrus** on **December 10, 2008, 07:55:13 pm**

I did not read this thread at all.  
  
\*signs up\*

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 11, 2008, 04:22:03 pm**

I found time to upload the latest map to the archive:  
  
<http://mkv25.net/dfma/map-4101-halltraded>  
  
I'm still wrapping up schoolwork, but did manage to get some planning done while not being attentive in class:  
  
Spoiler (click to show/hide)



It makes sense to me :P  
  
I figure that planning it all in advance out is time well spent, since it will make the rest go pretty smoothly.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Mashirafen** on **December 12, 2008, 04:19:35 pm**

Oh Christ, I don't remember it being THAT ugly.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **December 12, 2008, 04:26:40 pm**

Quote from: Christes on December 07, 2008, 03:03:04 pm

This is getting ugly.  
  
But EPIC.  
  
edit: Maggarg - when you picked your dwarf, did you know you were picking Christes' lover? Talk about awkward...

I did?  
Bugger.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 12, 2008, 09:15:13 pm**

Well Christes is dead, so no need to roleplay *that*.  
  
In any case, Christes's brother Higar is prepping to journey there pretty soon :P

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Maggarg - Eater of chicke** on **December 13, 2008, 06:43:41 am**



I think I was the multiskilled female miner.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bralbaard** on **December 13, 2008, 09:28:26 am**

That would be Ushat Combinedcity, her skill with the axe definitely saved the fortress a couple of times in the first year. She would be one of the few surviving founders, if not the only one. I'll make some minor edits to the story to bring up her current name in my posts.

I added varkarrus to the list.

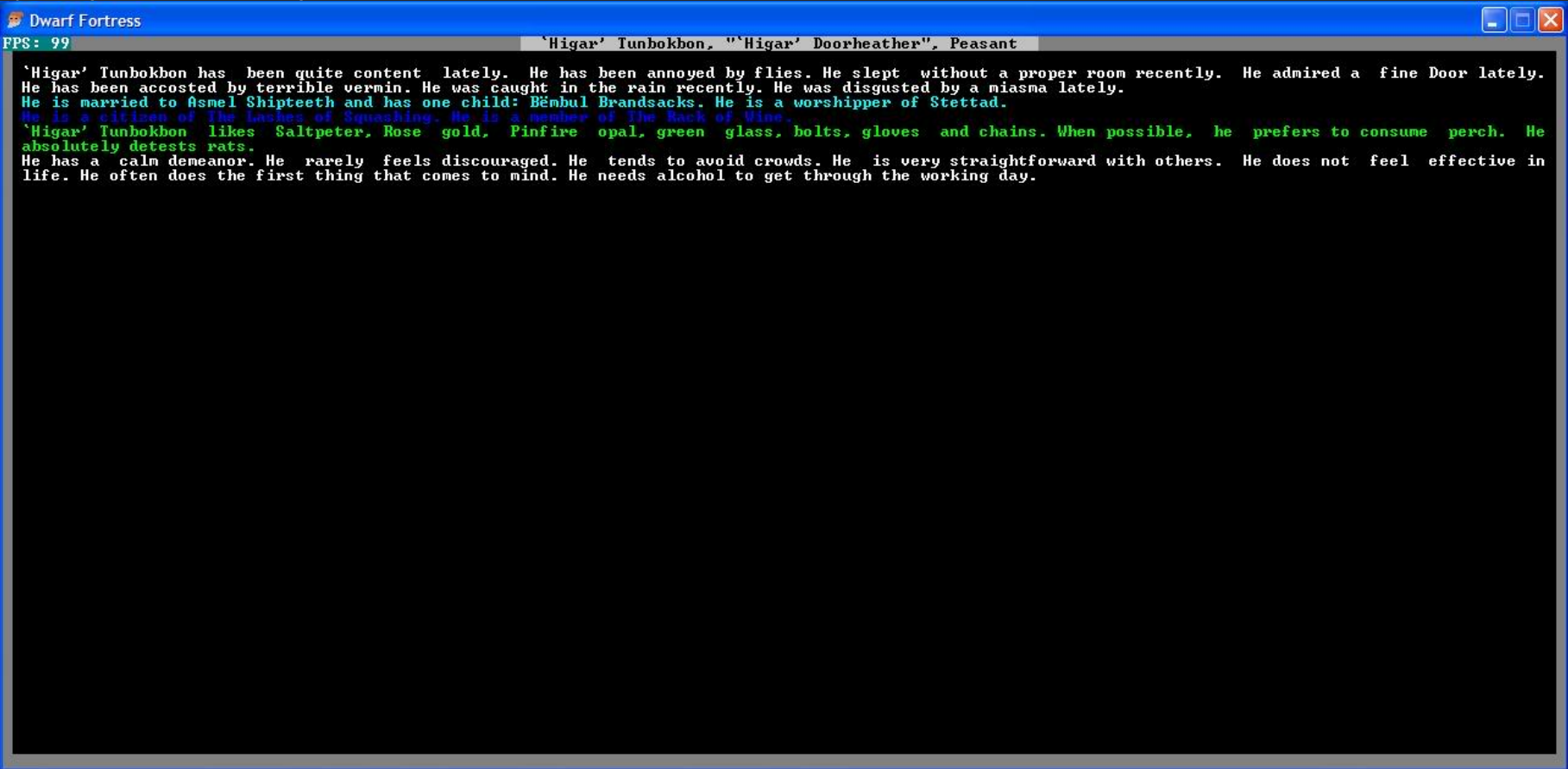
Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 14, 2008, 12:41:40 am**

Higar Tunbokbon sat alone in his room in the mountainhomes, packing his meager possessions together. Packing was a simple task for the rugged dwarf, seeing as he lived the stereotypical modest lifestyle that outsiders always seem to assign to dwarves. His possessions almost entirely consisted of a handful of pig tail socks and narrow silken gloves he had picked off dead corpses in the heat of battle. Not that Higar was soldier, of course - he just really liked gloves. And if there is one thing those dirty goblins can do, it is make fine silk gloves. But Higar's mind did not dwell on the socks or gloves that he was packing - most of his mental energy was spent preparing himself for a long and arduous journey. Tommorrow he would trek off into the wilderness and there was a fair chance that he would never return. His brother, Christes, had set off several years ago for a dwarven settlement called Halltraded and Higar had not heard from him at all, save for one very cryptic letter about fish.

Higar was actually quite suprised to get a letter back at all. He had already accepted his brother as dead when Christes first left for Halltraded. You see, Halltraded was located in a truly terrifying region of the world known as the Rancorous Jungle. What's more, the foolish pioneers has apparently settled right on the banks of the Fogs of Cremation, a massive river. Higar had never seen such a river himself, but dwarven tales were truly rife with tales of the sorts of horrors that dwell in such rivers. Despite all of that, Higar calmly regarded it as his duty to go there and investigate. For all of his faults, Christes was his brother, after all.

And thus, having heard nothing of his brother since that single cryptic letter and frankly quite tired of the competition for work in the mountainhomes, Higar set off for Halltraded in the winter of 306. The dwarf muttered to himself that his fool brother had probably gotten himself into trouble again and needed saving, just like when they were children. But even if his brother was doing fine after all, Higar was sure he could find a comfortable position in the settlement. After his wife and child died two years ago, Higar had felt lost and ineffective in the crowded mountainhomes, and a more wild location would be a welcome relief. In any case, he would have to actually make it to Halltraded first. That could be a difficult thing given the surroundings.

Spoiler (click to show/hide)



\*if I could draw anything other than stick figures, I'd place a picture of a dwarf walking off into a sunrise here\*

(Expect 1 or 2 updates every day. I've written a few in advance so I can produce a steady stream if something comes up.)

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Maggarg - Eater of chicke** on **December 14, 2008, 07:41:54 am**

I think I might be in trouble if I'm still alive.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Mashirafen** on **December 14, 2008, 11:19:45 am**

When do you expect to finish Christes?

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 14, 2008, 01:22:22 pm**

I'm about two months in right now. (And, wait till you see what just happened - I just about fell out of my seat)

I'm getting an fps >50 (partial print, of course), so actually finishing the game is no problem. I'd say I can write everything up in a week. In any case, don't expect long pauses without updates.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 14, 2008, 01:23:19 pm**

Higar approached the top of the ridge. He wasn't sure what to expect what he would see in the next dale - he could've sworn the directions he got from a passing kobold said that halltraded was in a valley a couple ridges back. Higar quietly reminded himself not to take directions from kobolds in the future. But just as he was trying to remember the exact intonation of the kobold's blasted yipping, he

saw it. Peaking it's rectangular head above the ridge was what was unmistakably a dwarven pump tower. Dwarves were here, and the only dwarven settlement in the entire Rancorous Jungle was Halltraded. He had arrived!

As he topped the ridge, the dwarven nature of Halltraded fully revealed itself. Spread lazily across the river next to the pump tower was an even more impressive engineering feat - a dam. Higar's dwarven heart jumped for joy at such a sight. The dwarves of Halltraded had managed to dam the very Fogs of Cremation - the massive river that flowed right by the settlement. Higar suddenly chided himself for being so hard on his brother earlier. Christes was a brilliant engineer after all. The tower, the dam - that brother of his must've had a hand in this. As Higar got closer, he saw the lava pipe sitting adjacent to the fortress's entrance. Of course, he thought, every respectable dwarven settlement was built near molten rock. Still having seen no dwarves, Higar let himself in through the western entrance of Halltraded, deftly stepping over a typical dwarven cage trap. It was then that he got his first sense of the *true* nature of Halltraded. As he moved underground, he was immediately confronted by the stench of rotting meat. While it certainly wasn't pleasant, it wasn't necessarily a bad sign - every dwarven settlement has its share of miasmas after all. But then Higar saw something even more disturbing. Well scrubbed, but unmistakably present through the entrance halls of Halltraded were many stains of blood. In Higar's very pragmatic mind, that qualified as a bad sign.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Keldor** on **December 14, 2008, 04:24:36 pm**

Bwahaha! Just wait until he sees the unkempt, gibbering masses of insane dwarves within!

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **ChazzyBurger** on **December 14, 2008, 04:57:16 pm**

I must say, EPIC sotry :D  
  
Sign me up, I feel like some more daming, and I won't rest until it's all obsidian! :D

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bralbaard** on **December 14, 2008, 05:09:02 pm**

The fogs of cremation...  
It must have been named that way by someone with the foresight to know that it would one day flow with magma instead of water.  
  
I'll add Chazzyburger to the list. I have considered taking a turn myself but I don't think I'll either have the time or the computer capacity to finish a year within a reasonable timeframe.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 14, 2008, 06:21:47 pm**

Quote from: Keldor on December 14, 2008, 04:24:36 pm  
Bwahaha! Just wait until he sees the unkempt, gibbering masses of insane dwarves within!

Sorry to disappoint but the tantrumming is basically over. At least for now...  
  
That's not to say it hasn't been a challenge so far. Hoo boy.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 14, 2008, 11:07:20 pm**

Undaunted, but very cautious of his surroundings, Higar quietly moved deeper into the fortress. He was confronted with quite a mess, to say the least. The dwarf carefully stepped over all sorts of junk piled around him - rocks, socks, barrels of dwarven wine, and even whole cages containing tame animals. To his left, Higar saw a haphazard pile of all sorts of metal bars. Higar immediately fixed his eyes on them, his innate dwarven sense noticing many aluminum bars among the bunch. But no sooner did the dwarf notice the precious metal than he tripped over a copper crossbow laying on the floor. Failing to regain his balance, Higar's rock-solid body made a resounding *thud* as it hit the ground. He was uninjured, of course, but Higar knew that the current residents of Halltraded would be alerted to his presense. And given the blood and the mess, he wasn't even sure who, or what, lived here anymore. He steadied himself for a quick retreat.

But all of Higar's fears were for naught. Immediately rounding the corner was a military dwarf carrying a warhammer and shield, ready to kill what he thought must be an intruding undead sturgeon. The hammerdwarf relaxed when he saw the true source of the noise. Relief turned to curiosity as the armed dwarf realized that he had never seen Higar before. They exchanged the pleasantries typical to dwarfkind, which many outiders might mistake for aggression. The hammerdwarf introduced himself as Momuz Thinnedrooms the Playful Taxes of Connecting. Higar then knew he must be talking to a trained killer, since only the most effective military dwarves are ever granted such impressive names.

Then Momuz noticed the symbol of the mountainhomes emblazoned on Higar's tunic. The hammerdwarf reached an obvious conclusion.

"Ah ye be from the 'homes eh?"  
"Aye"  
"Be ye the new ruler sent from the 'homes?"

Not sure what the dwarves of Halltraded did to unwelcome strangers, but also not wanting to earn a hammering for falsly claiming imperial authority, Higar was evasive.

"Maybe, but first I be needin' to talk to a previous ruler here by the name of Christes, can I find him here?"  
"Aye," chuckled Momuz, "but..."  
Higar cut him off, "Please take me to see him."  
"Okay, but ye should know..."  
"It is important that I see him now."  
"As ye wish."

The hammerdwarf led the stranger through a maze of tunnels and stairs, and Higar could barely keep up with all of the debris littering the halls. The disarray of the entrance was certainly no fluke. Everything about Halltraded was a mess. Finally, they entered the catacombs and Momuz stopped them both at a bland but decadently aluminum sarcophagus. Suddenly Higar realized that he was too late to rescue his brother. But he didn't have time to find his emotions before he was confronted again by the hammerdwarf.

"So, ye have seen 'im. What are ye about?"  
"Convene the dwarves of Halltraded to a meeting, we have much to do."  
"So ye be sent to govern us for a year?"  
"Something like that, aye."

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 15, 2008, 11:48:18 pm**

The dwarves of Halltraded were sprisingly willing to accept a new leader from far away, particularly after they learned that he was their former leader's brother. It would seem like there was a consensus that a new plan was required after the mess that was the last few years. Plus, no one else in Halltraded seemed to have any desire to lead, or any idea what to do once in charge. Most of Halltraded's leadership had died in the recent riots.

Higar was disturbed by all of the stories that he had heard. Carp killing dwarf, dwarf killing dwarf - all dwarves in Halltraded had been traumatized by one thing or another. No one was untouched by tragedy. One dwarf in particular seemed to stand out in Higar's mind, but he wasn't sure why. After asking around, he found out that that dwarf was named Ushat "Maggarg" Combinedcity and she had been Christes's lover. Oh-ho, his loner brother had grown a pair! It made sense, Higar thought, that his fool brother would wait until he was in the middle of such a forsaken land before he looked for love. Apparently Christes himself had grown very melancholy after watching a friend of his die and had killed himself several months ago. Higar would have to talk to Maggarg about his brother later. Higar would honor his memory by leading Halltraded into an era of peace and prosperity, and by the sound of it, it would be the first such era known in this place. However, he wondered if anyone would be able to reclaim this place.

(heh I forgot to update this morning - I'll post another one shortly. It's a long one.)

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 16, 2008, 03:30:18 am**

"Rivers can be dammed. Undead can be slain. Those challenges can and have been surmounted many times before. But here, in the middle of this forsaken land, the dwarves' greatest enemy turned out to be themselves."

Higar sat at his makeshift desk, sipping his favorite dwarven wine out of an aluminum mug while casually recording his thoughts in the journal he kept. If the records were right, the previous years at Halltraded were a very hectic time. Higar turned his attention to the well-crafted but dirty aluminum mug he was holding. Realizing how high of a price it could get on the market, he silently pondered how the dwarves of Halltraded managed to make such valuable merchandise amidst both rioting and brutal attacks by undead fish. He could only conclude that this band of dwarves at Halltraded were stronger than most. Perhaps his brother had something to do with the outpost's initial success, Higar pondered, but immediately rejected the idea. He had never seen quite eye-to-eye with Christes. None of Higar's proposals were ever grand enough for his brother. Higar chuckled as he remembered the many gaudy and overbuilt structures Christes had ordered constructed back at home. That dwarf would build a gold-plated, nay SOLID GOLD bridge across a brook if he but had the material. It was little suprise to Higar, then, that his brother was behind the huge, but almost functionless watertower sitting just outside. Higar, like any dwarf, appreciated the simple and effective dwarven engineering, but was disgusted by the excess of such a construction. But that was typical Christes - that bastard had ordered an aluminum sarcophagus for himself too!

But all of that was history. Higar reminded himself that Christes was dead and there was naught he could do about it. The real question that plagued Higar was how such a strong group of dwarves, his brother among them, could turn on each other in such a short matter of time. His brother might have been a lollygagging, overly ambitious oaf at times, but at the end of the day he was a solid, rational, and respectable dwarf. He just couldn't imagine things going south in the way they did. In any case, it appeared as if the rioting had died down. Frankly, Higar had arrived just in time to oversee the rebuilding of Halltraded. He was confident he could lead Halltraded to a new golden age (not to imply that Halltraded ever had an old golden age...)

Higar decided that they would have to start from the ground up (or, more precisely, down), and began planning out how he would redesign this horrendously haphazard fort. He noted down the current state of utter disarray, and how he planned to fix it in his journal:

\*\*  
Journal of Higar, Brother of Christes; 3 Granite 307.

Topside:

[Spoiler](#) (click to show/hide)



Apparently, a previous ruler built a random wall across the hill on top of the fort. The reason for this wall baffles me, but it can be made useful with a little work. We can isolate this section of the outdoors from the rest of the outside area. Then it will make a great training area for the military. That way they won't ever lose the ability to go outside comfortably. Plus moving the barracks and archery range out will free up space inside.

First floor:

[Spoiler](#) (click to show/hide)





Wow, what happened here? We've got lots of storage space, some bedrooms, a well room, some random workshops, WAY too much farming space, as well as two millstones AND a quern. Also it appears that one of the previous rulers must not have liked the millstones, since the millstone room has been opened to the outside and closed off from the inside. What the Hell? Also there are apparently plans to built a windmill outside, with no mechanical connection to the power grid, or anything else for that matter.

We need to gut this place clean. The milling room and well room can stay since their structures span multiple levels, but the rest has to go. The eastern portion of this floor near the depot will be great storage for trade goods. The other areas I'm not so sure on. Perhaps furniture storage? There is also enough space to set the whole food-processing industry up here. Any dwarves living in the residential area here will have to be relocated, but such sacrifices have to be made. Who would want to live in such a mess anyway?

Second Floor:

[Spoiler \(click to show/hide\)](#)



The layout of this level must have made sense originally, but now it is just as much of a mess as the previous level. We've got military stuff, some storage, kennels, and lots of workshops dug into their own little alcoves. Also there appears to be a makeshift burial chamber



up here. In the east we've got some mechanical stuff and pumps. I would rather not mess with those.

Okay, the whole west section needs overhauling. The military stuff is going topside, and the kennel can probably go upstairs as well. All workshops will be moved below. This western area will be an extension of the storage in the previous section. I have no idea what to do with all the coffins. Perhaps we can dig out more space in the catacombs.

Third Floor:

[Spoiler \(click to show/hide\)](#)



Now this I understand: a residential area with a statue garden to the side. We can work with this. Perhaps there should be a dining room or something of that sort, but it is no problem to figure out. In the east there are more random workshops. The dwarves tell me they hardly go to these anymore. Also, my late brother's power platform still functions. I am told that undead have climbed up through a gap in the wall. That should be no problem to fix.

Fourth Floor:

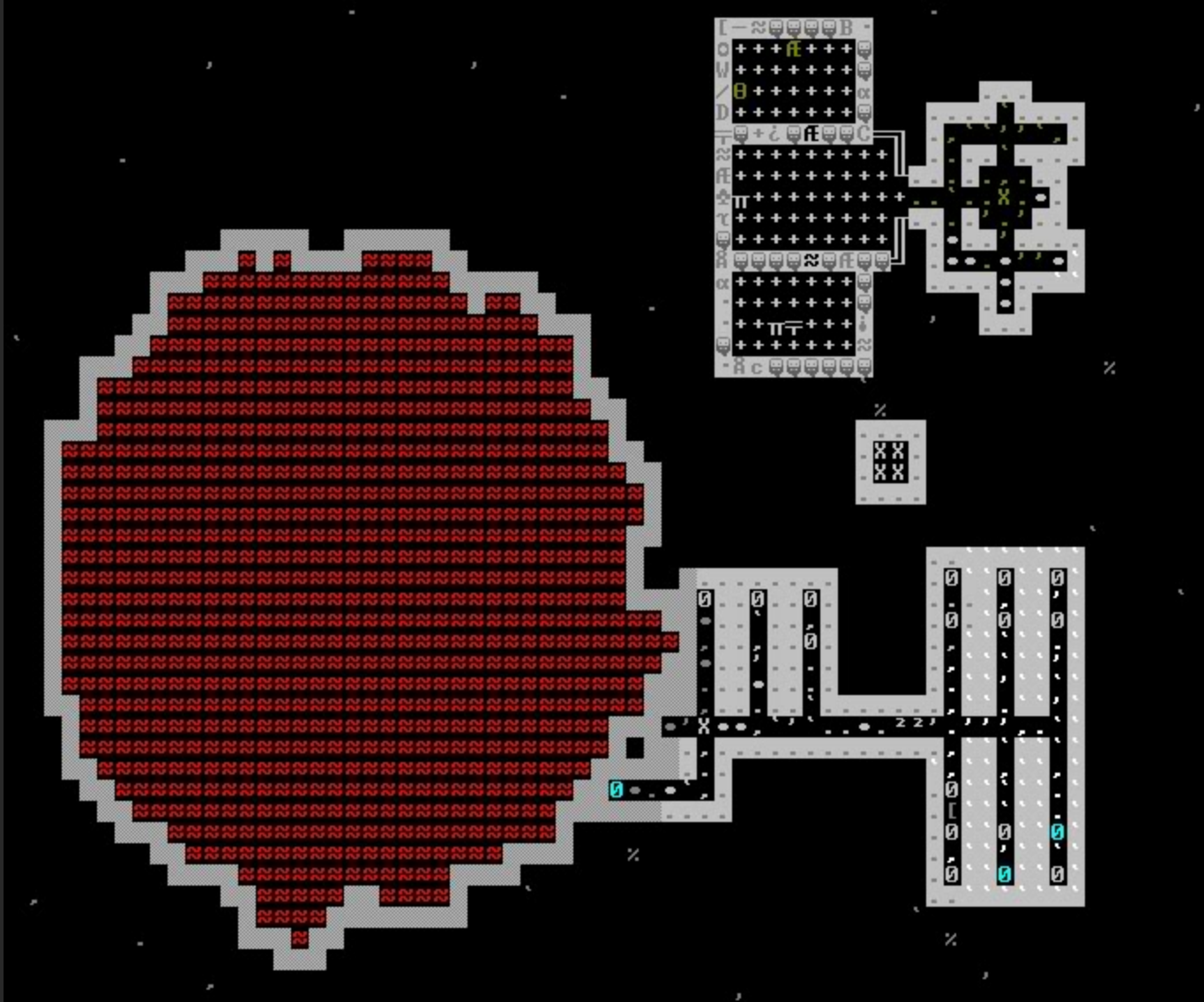
[Spoiler \(click to show/hide\)](#)



Ah, the catacombs. Not much to say here. I don't plan to change anything here, aside for the occasional stairway for easier access through the catacombs. There is also a farm plot on the east side that dates to the founding of the settlement. No need for that anymore, with more than enough room upstairs. The area could then be used for coffins as well. We have plenty of those to go around...

Fifth Floor:

[Spoiler \(click to show/hide\)](#)



Well, we've got more catacombs and some sort of luxury suite. The catacombs can be expanded, and the suite can be reserved should nobles ever show up to "govern" us. That would be the day. Otherwise, I have no plans for this floor.

Sixth Floor:

[Spoiler](#) (click to show/hide)

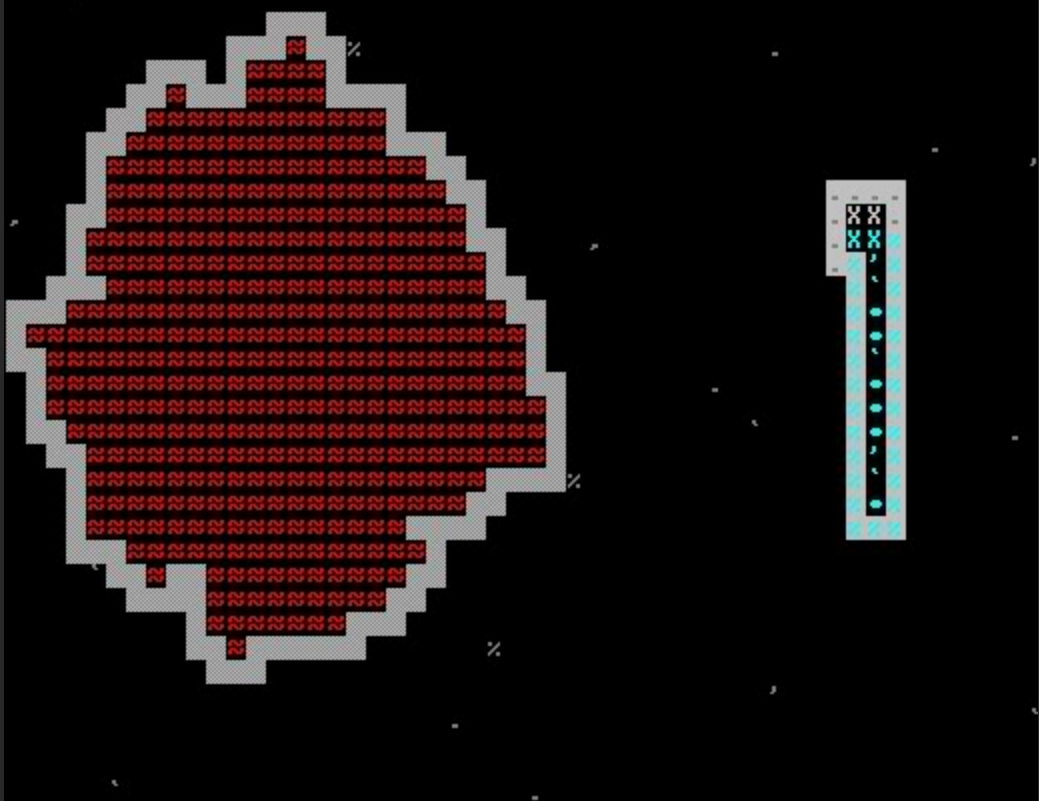


Now *that* is a marvellous chamber. This would truly make a glorious dining room. It would need a stairway leading to food storage areas, but that can be done. The southwestern chamber is currently composed of mostly craftsdwarf workshops. We can replace these with mason workshops - I have other plans for craftsdwarf workshops. The southeast chamber is dominated by mechanics workshops. Fine, I say.

Seventh Floor:

[Spoiler](#) (click to show/hide)

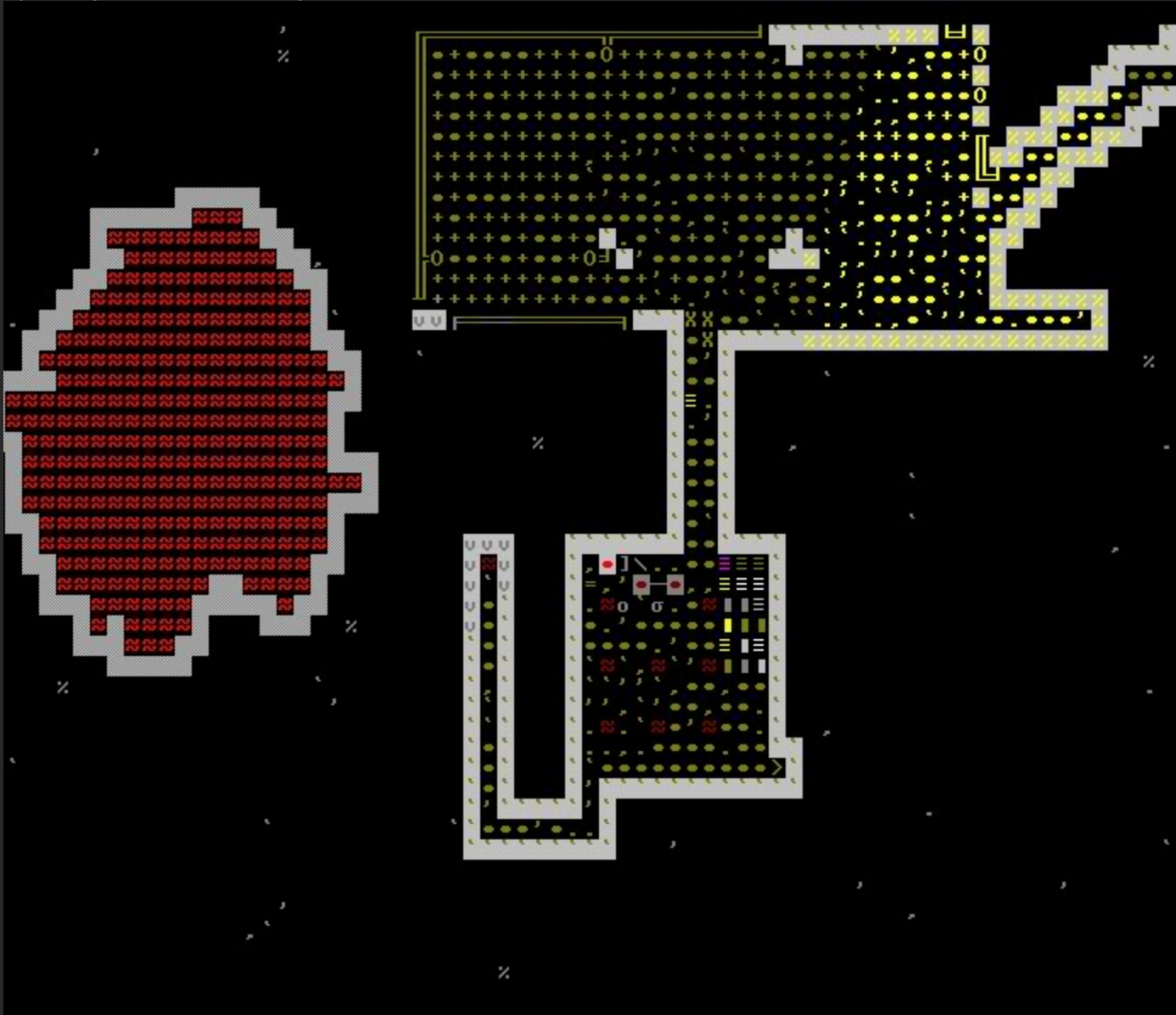




Rather undeveloped. I am planning to put a craftsdwarf area here, complete with chambers for storing stone, wood, and organic materials like bone and shell.

Eighth Floor:

Spoiler (click to show/hide)



This is the bottom floor as far as I am concerned. It is great that the dwarves here have harnessed the magma for metalworking. I will order new rooms mined for storing metal bars and ores. Other than that, I see no need to touch anything down here.

Additionally I plan on constructing a new stairway from the new trade goods stockpiles down. It will pass by the clothes, mechanics, crafts, and metalworking areas - all of which produce good exports.

All in all this will take too much digging for our single mining dwarf, Maggarg. Records show that we have 5 picks stored here, so I will order some other dwarves to mine. It will be slow going for them at first, but they will all learn eventually.

\*\*

Higar just hoped that such drastic changes wouldn't upset the dwarves currently living in Halltraded.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Keldor** on **December 16, 2008, 05:00:44 am**

Hehe, I always liked the top level - seemed so "cozy" or something to me... XD

I have no idea why those millstones ended up like that, though - maybe someone mistook them for more mechanics, and so isolated them?

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Bluerobin** on **December 16, 2008, 08:45:47 am**

Nice post! It helped me a lot... for some reason my brain doesn't want to understand DF ASCII this week and it happened randomly overnight, probably due to finals. Anyway, you have ambitious but hopefully reasonable plans, lets hope they don't get interrupted too badly.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Mashirafen** on **December 16, 2008, 12:38:48 pm**

Get it done nice and quick so I have less work to do. ;P

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 16, 2008, 03:28:48 pm**

Higar was suprised. The dwarves in Halltraded not only accepted his suggested changes, but wholeheartedly supported them. They had too many bad memories in the current place, and mining it all out would be a symbolic way for them to conquer their troubled past. So Higar issued new widespread orders. Dwarves with jobs not immediately useful were ordered to mine out new chambers and to take out existing walls on the higher levels. Higar also cancelled some orders currently in effect. For example, the previous ruler had ordered EVERYTING smoothed (even the inerior of the magma pipe) and it was eating up all the stoneworkers' time.

Spoiler (click to show/hide)



Higar put a quick end to that since he needed the stoneworkers for other projects. He needed all the able-bodied dwarves he could get, if only for all the hauling.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 16, 2008, 05:27:57 pm**

Quote from: Keldor on December 16, 2008, 05:00:44 am  
Hehe, I always liked the top level - seemed so "cozy" or something to me... XD  
I have no idea why those millstones ended up like that, though - maybe someone mistook them for more mechanics, and so isolated them?

Oh I just figured it out:

Quote from: Zekrish  
8th of timber: I ordered the building of a windmill to power some of the unpowered millstones on the first floor!!

They were missing power because of a missing axle. More on that in the next update

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**  
Post by: **Christes** on **December 17, 2008, 12:27:00 am**

Higar was on the third floor examining the complex system of gears and axles that his brother had designed to bring power from the waterwheels all around the fortress. The dwarves had reconnected the millstone room with the fortress, but the millstones were not functioning. In fact, they discovered that that entire primary shaft was missing power - the pumping systems for the well and the impressive tower outside were also non-functioning. Unfortunately, all the competent mechanics in Halltraded, including Higar's brother, had died in the choas of the last few years. So naturally Higar found himself secluded from the other dwarves, trying to figure out what on earth the problem was. He was no mechanic, but dwarven common sense was often good enough for basic mechanics. And Higar didn't like what he saw. The mechanical work was unmistakably his brother's, but through a combination of rioting by the dwarves and insane lever-pulling by the previous overseer, everything was left in a jumble. Then Higar saw the key problem. There was simply an axle missing.



Higar could fix that himself. In the future, however, Halltraded would need dwarves skilled in mechanics. For now, Higar told himself that he would work on his mechanical abilities by crafting mechanisms from stone.



By the way, can we get a shot of the status screen? I'd like to see how the fortress is doing in general.

It was the 20th of Granite. The dwarves were awakened by a completely unexpected sound - the sound of goblin war horns. The goblins were attacking! Goblin snatchers had been showing up over the previous years, but no one expected the goblins to actually launch a full-fledged assault against such a small and remote dwarven outpost of 19 dwarves. Higar ordered the gates closed to give the dwarves time to prepare. The unwary dwarves moved slowly, but fortunately for them, the Goblins were busy killing skeletal foxes outside the fortress.

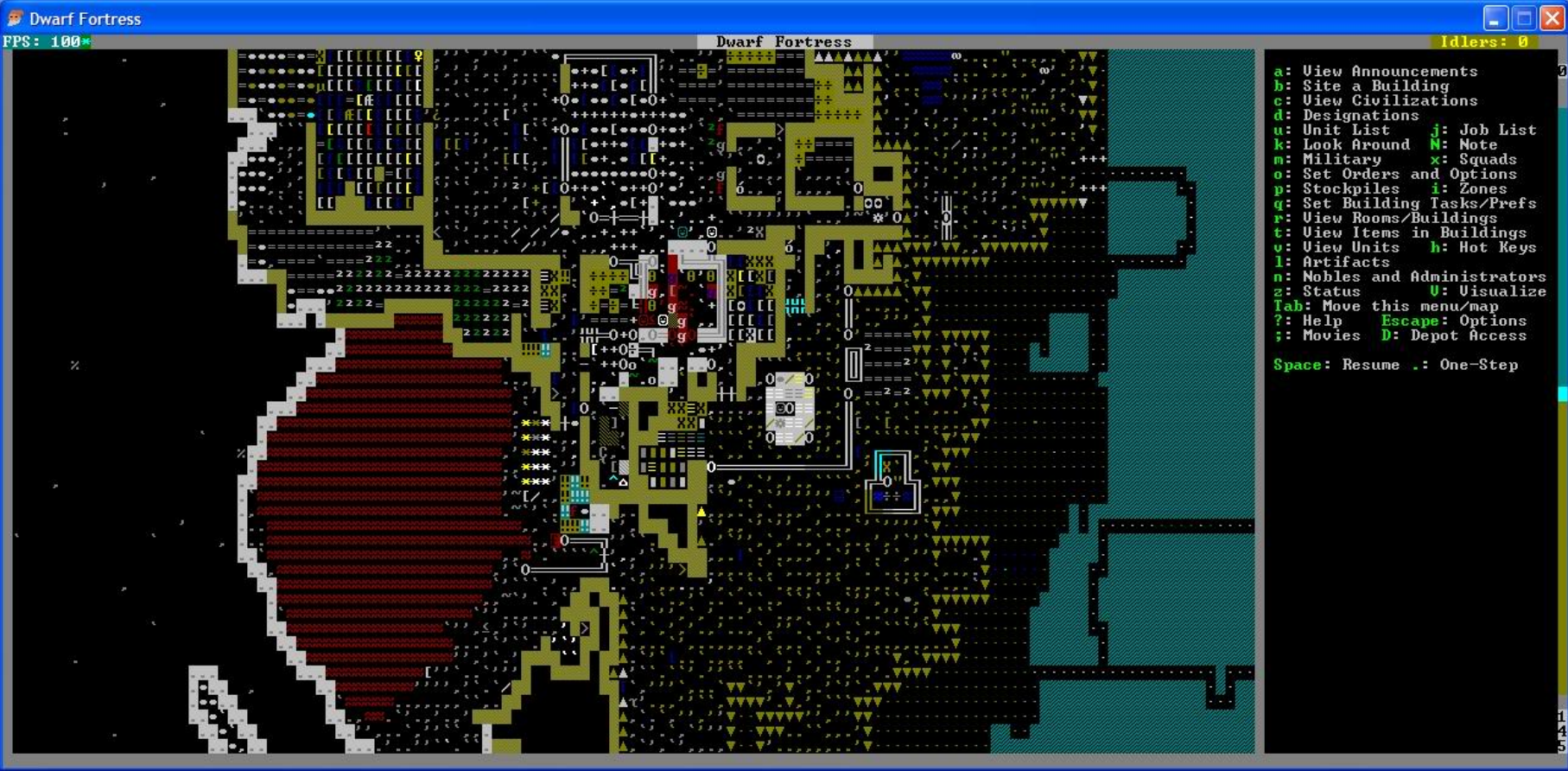
[Spoiler](#) (click to show/hide)



A call went across Halltraded. "Raise the gate!" "Raise the gate!" "Raise the gate!" And so the dwarf Sarvesh pulled the lever to raise the gate outside of the trade depot. And the dwarves waited for the gate to rise in quiet anticipation. But nothing happened. In an oversight of EPIC proportions, the previous overseers had put in a lever to operate the gate, marked it as operating the gate, but had failed to do the necessary mechanical work to set it up. The Goblins stormed in through the open gate, charging into the public sleeping area that was scheduled for renovation. Olin Kacothmebil, woodcutter and carpenter, was awakened just in time to defend himself against the onslaught, but it did him no good as he was promptly surrounded and struck down by the twelve goblins.

Just then the military of Halltraded - all three dwarves - made easy work of all the goblins. Halltraded was saved once again, but at the cost of one life. It was yet another death among many in Halltraded, but they could ill afford such losses.

[Spoiler](#) (click to show/hide)



Meanwhile, the warriors of Halltraded are getting an impressive array of kills:

[Spoiler](#) (click to show/hide)



Twelve Notable Kills

Unih Talonships the dwarf, d. 305  
Zon Standardbristle the dwarf, d. 305  
Beancities the skeletal carp, d. 305  
Dostngosp Badfaints the goblin, d. 306  
Stozu Hategulf the goblin, d. 306  
Bosa Ruthlesswines the goblin, d. 306  
Ngoso Catchmenaced the goblin, d. 306  
Nguslu Pitchdoom the goblin, d. 306  
Gozru Neutralhatred the goblin, d. 306  
Stâsost Sweatmenaces the goblin, d. 306  
Osnun Siltspiders the goblin, d. 306  
Zolak Boardnightmare the goblin, d. 306

Eighteen Other Kills

Two skeletal foxes in Halltraded  
Five zombie carp in Halltraded  
One zombie deer in Halltraded  
Three skeletal carp in Halltraded  
One zombie pike in Halltraded  
Two skeletal sea lampreys in Halltraded  
One zombie sea lamprey in Halltraded  
Two zombie sturgeons in Halltraded  
One zombie fox in Halltraded

(side note: you can see the renovation in progress in the second pic)

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 17, 2008, 04:01:39 am**

Quote from: Mashirafen on December 17, 2008, 02:24:37 am  
By the way, can we get a shot of the status screen? I'd like to see how the fortress is doing in general.

What screens would you like to see?

But I'm not going to put them up just yet. It would probably spoil the next 2 updates (a two parter!).

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Mashirafen** on **December 17, 2008, 01:12:52 pm**

Well just the regular overview status screen showing wealth and food stocks and all that would be good, but I can wait.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Bralbaard** on **December 17, 2008, 02:40:43 pm**

Hahaha... never a dull moment in Halltraded, that's for sure.  
great stuff.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 17, 2008, 02:47:56 pm**

Never a dull moment indeed. What follows is the suprise I was talking about earlier

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 17, 2008, 02:48:40 pm**

On the morning of the 17th of slate, dwarven lookouts noticed movement on the west horizon. Initially, they raised alarms thinking it was another Goblin assault. But soon they saw that the approaching group marched under what appeared to be a dwarven banner. In the distance, Higar could make out a picture of two waves on the banner. That was the symbol of the dwarves' parent civilization The Lashes of Squashing. These were immigrants! Those poor sots must be absolutely desparate if they came to a place like this, Higar thought. But how could a ragtagbunch of immigrants obtain such a banner? The answer became obvious as the group approached.

Baroness Lolor Ostavabok was anxious. It was customary for dwarven principalities to frequently change their capitols as fortunes rose and fell. Old, established fortresses were often given up in favor of promising young ones. Dwarven nobles liked being in the thick of things, so to speak. Where there were new veins of metal, there was wealth, and where there was wealth, there was comfort. And dwarven nobles, especially dwarven rulers, valued comfort above all else. With the current capitol having exhausted most of the surrounding resources, Lolor had decided it was time to declare a new capitol.

And from her perspective, no location had looked more promising than the young settlement of Halltraded. With rumors of significant precious metal deposits and no less than three legendary idols crafted there, Halltraded was a very tempting target, indeed. It was a bit of a concern for the Baroness that very little had been heard from Halltraded since it was founded. But, she figured, the dwarves of Halltraded were probably just trying to keep their wealth secret from the outside world. Yes, that must be it, the Baroness had told herself. Those filthy peasants were probably swimming in vaults of aluminum while she languished back at the old capital and had to make do with \*shudder\* zinc and nickel goblets to drink from. She'd show those dwarves whose precious metal that was. She imagined herself sitting on an aluminum throne, holding a golden scepter while directing the lower-class dwarves to their proper role. Yes, all in all, Halltraded had looked pretty good to Baroness Lolor Ostavabok. It had looked good on paper, anyway. But now that she was trudging through the Rancorous Jungle with a handful of other stout dwarves, it looked a lot less appealing.

The thick jungle seemed to have an intelligence of its own. Undead creatures followed their every move, staying to the shadows and preparing to pick off any straggling dwarves. And the closer the group of immigrants got to Halltraded, the worse things seemed to get. The Baroness's personal guard, a marksdwarf by the name of Urdim Bomreksolon, was working overtime to guard the group of 24 migrants, which included the Baroness's entire entourage. However, his bolts were simply ineffective against the endless horde of skeletal wildlife that roamed these parts. But the beleagured group of dwarves marched forward. They really had no choice. Finally, after trudging for days through hopeless jungle, the dwarves saw all of their hopes manifested in a single stone structure peaking above the hills. They all recognized it immediately as a dwarven pump tower and rushed forward to what must surely be the richest dwarven settlement in the land. Upon topping the nearby ridge, the Baroness was met with the same impressive sight that Higar had found months earlier - the dam. For her, it only served to confirm the presuppositions she held regarding dwarves in Halltraded. To dam a river in a land like this spoke wonders about the resources of Halltraded. The hundred or so dwarves that had immigrated to Halltraded in the last few years must have been put to good use. She approached the fortress, ready to assert her royal authority.

(Note: Yes, there have been that many immigrants. After this latest immigration wave, there are 40 living dwarves in Halltraded and 86 dead ones)

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Keldor** on **December 17, 2008, 07:48:43 pm**

Bwahaha! She's in for a surprise!

And I really thought that I had linked up that lever... Hmm... Must have been Bralbaard's fault.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 17, 2008, 10:53:30 pm**

It's possible that the gate got destroyed and rebuilt.

The lever had a mechanism in it but the bridge didn't.

In fact, now that I think about it, that makes the most sense given the previous tantrum spiral. Tantrumming dwarves can destroy bridges, right?

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 17, 2008, 11:27:41 pm**

By the way, it's really cool to completely read through all the previous entries. Like after reading Maggarg's posts I realized:

That luxury suite must have been for the original dungeon master.

The guy whose kills I posted earlier was the one who led the coup against Maggarg.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 18, 2008, 04:09:42 am**

The baroness and her entourage approached the main entrance of Halltraded. They were greeted by a group of dwarves led by Higar. Higar examined the newcomers. To him it appeared as the typical dwarven immigrant group - ragged and desperate for a new opportunity. His eyes suddenly fixed on a hammer-wielding dwarf standing to the back of the group. He looked strong and skilled with the hammer, but did not appear to be from the military. How odd, Higar thought. His examination was interrupted when a female dwarf stepped forward and addressed him.

"Excuse me, peasant, is this Halltraded?"

The dwarf examined the baroness. Though she was extremely ragged from the trip, she clearly lacked the callouses made by mining, masonry, or any of the other useful profession. Ah, Higar figured, she must be some sort of fish Dissector used to loafing around all day because there was no work.

"Yes it is. Welcome. Here's yer pick - we be needin' dwarves down below."

That was not what the Baroness wanted to hear after such a difficult trek.

"WHAT? HOW DARE YOU TALK TO YOUR SUPERIORS LIKE THIS? DO YOU EVEN KNOW WHO I AM?"  
"Aye, ye be a stuck-up fish dissector thinkin' she's entitled to loaf around all day on account of the lack of work. What do ye want next, a throne room?"  
"Yes, in fact, I do!"

Her tone made the dwarf take a step back. Perhaps his initial assessment of her had been faulty. Suddenly it dawned on him. The banner, the hammerer, the newcomer's tone - these were nobles! Suddenly Higar realized he was in serious danger of receiving Halltraded's first hammering.

"I'm sorry m'lady, we weren't expecing you. I offer my humblest apologies for my foolishness. Might I ask, why have you privledged us with your presense?"  
"You are forgiven. Halltraded is to be the new capitol of the Barony."  
"But Halltraded is only a small outpost! Why has your grace chosen this place?"  
"Small? Hundreds of dwarves have set off for here!"  
"And there be only 18 of 'em alive now. We've had hard times."

The baroness stopped in shock. Hard times, indeed. 18 dwarves? Well 40 with this latest wave ... never before had the Barony had a capitol in such a location. In any case it appeared that the rumors of Halltraded's wealth were not exaggerated. Bars of precious metals were piled around the entryway like so much junk. If they're just leaving such bars lying around, they must be stinking rich. Less dwarves just meant more wealth for her! She congratulated herself on being a ruler with such foresight.

Higar, desiring to make up for lost ground, spoke up again.  
"We've got a suite reserved just for you, my liege."  
"Oh, how delightful!"

Higar was very glad he hadn't touched that luxury suite.

After that interchange, Likot Thobestun, the immigrant who actually *was* a fish dissector decided it would be best if she quietly learned how to dig.

\*\*\*\*\*

Later that day, Higar sat in his room cataloging the latest immigrant wave.

Journal of Higar, Brother of Christes; 17th Slate 307.

A record of the latest immigrant wave follows below:

- 1 Dungeon Master
- 1 Hammerer
- 1 Baroness
- 1 Baron consort
- 1 Tax collector
- 2 Planters
- 1 Marksdwarf
- 1 Woodcrafter
- 1 Tanner
- 1 Pump operator
- 1 Peasant
- 2 Children
- 1 Fishery worker
- 1 Bone carver
- 1 Armorer
- 1 Engineer
- 1 Fish dissector
- 1 Siege operator
- 1 Cheese maker
- 2 Masons
- 
- 23 immigrants

- 2 puppies
- 1 Donkey
- 1 Donkey calf
- 
- 4 animals

Nobles? Useless! Tanner, Cheese Maker, Fishery worker, Fish dissector, Pump operator? Welcome to the wonderful art of mining, friends! The rest can probably find a niche here. I am particularly glad we have a mechanic once again.

That luxury suite I mentioned before will be used. I have ordered more rooms dug out to accomidate the parasites nobles that have just arrived. The dungeon master will get his own special place upstairs by the kennels.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Keldor** on **December 18, 2008, 12:47:12 pm**

Looks like you counted the tax collector twice! That brings the total back to only 23 immigrants.

As for riches, I think she's still in for a surprise! And not a very pleasant one...

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 18, 2008, 12:53:48 pm**

Quote from: Mashirafen on December 17, 2008, 01:12:52 pm

Well just the regular overview status screen showing wealth and food stocks and all that would be good, but I can wait.

Here ya go:

Spoiler (click to show/hide)

FPS: 99

attonnish, "Halltraded"

10th Sandstone, 306, Mid-Autumn

Animals

Kitchen

Stone

Stocks

Prices

Currency

Justice

Created Wealth: 639468\*

Weapons: 97257\*

Armor and Garb: 218985\*

Furniture: 20025\*

Other Objects: 239447\*

Architecture: 47519\*

Displayed: 15890\*

Held/Worn: 345\*

Population: 42

Miners 1

Woodworkers 1

Stoneworkers 5

Rangers 1

Metalsmiths 3

Jewelers None

Craftsdwarves 3

Nobles/Admins 6

Peasants 2

Children 6

Fishery Workers 3

Farmers 5

Engineers 3

Trained Animals A None

Other Animals A 29

Champions 2

AxeDwarves None

Axe Lords None

Swordsdwarves None

Swordmasters None

Macedwarves None

Mace Lords None

Hannerdwarves None

Hanner Lords None

Speardwarves None

Spearmasters None

Marksdwarves 1

Elite Mrksdurvs None

Wrestlers None

Elite Wrestlers None

Recruits None

Also, here is the complete list of the nearby wildlife (notice anything missing):



Spoiler (click to show/hide)

FPS: 100

Dwarf Fortress

Stray Donkey (Tame)	Tame
Stray Cow (Tame)	Tame
Stray Mule (Tame)	Tame
Stray Donkey (Tame)	Tame
Stray Donkey (Tame)	Tame
Stray Donkey (Tame)	Tame
Stray Cow Calf (Tame)	Tame
Kogsak Oddomartob, Mitten (Tame)	Tame
Hith Cattenseng, Puppy (Tame)	Tame
Mosus Kolotung, Donkey Foal (Tame)	Tame
Stray Cow Calf (Tame)	Tame
Smunstu Kugmestrodno, Goblin Thief	Hostile
Ngehzo Ngomstustâsost, Goblin Thief	Hostile
Snodub Nakoomngo, Goblin Thief	Hostile
Skeletal Fox	Undead
Skeletal Fox	Undead
Skeletal Fox	Undead
Fox	Wild Animal
Skeletal Deer	Undead

v: ViewCre, c: Zoon-Cre, b: Zoon-Bld, m: Manager, r: Remv Cre

It looks like it will be a couple more days still. If I post 2-3 updates a day, then it will probably be done in 4 days. Is everyone cool with that?

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 18, 2008, 01:00:37 pm**

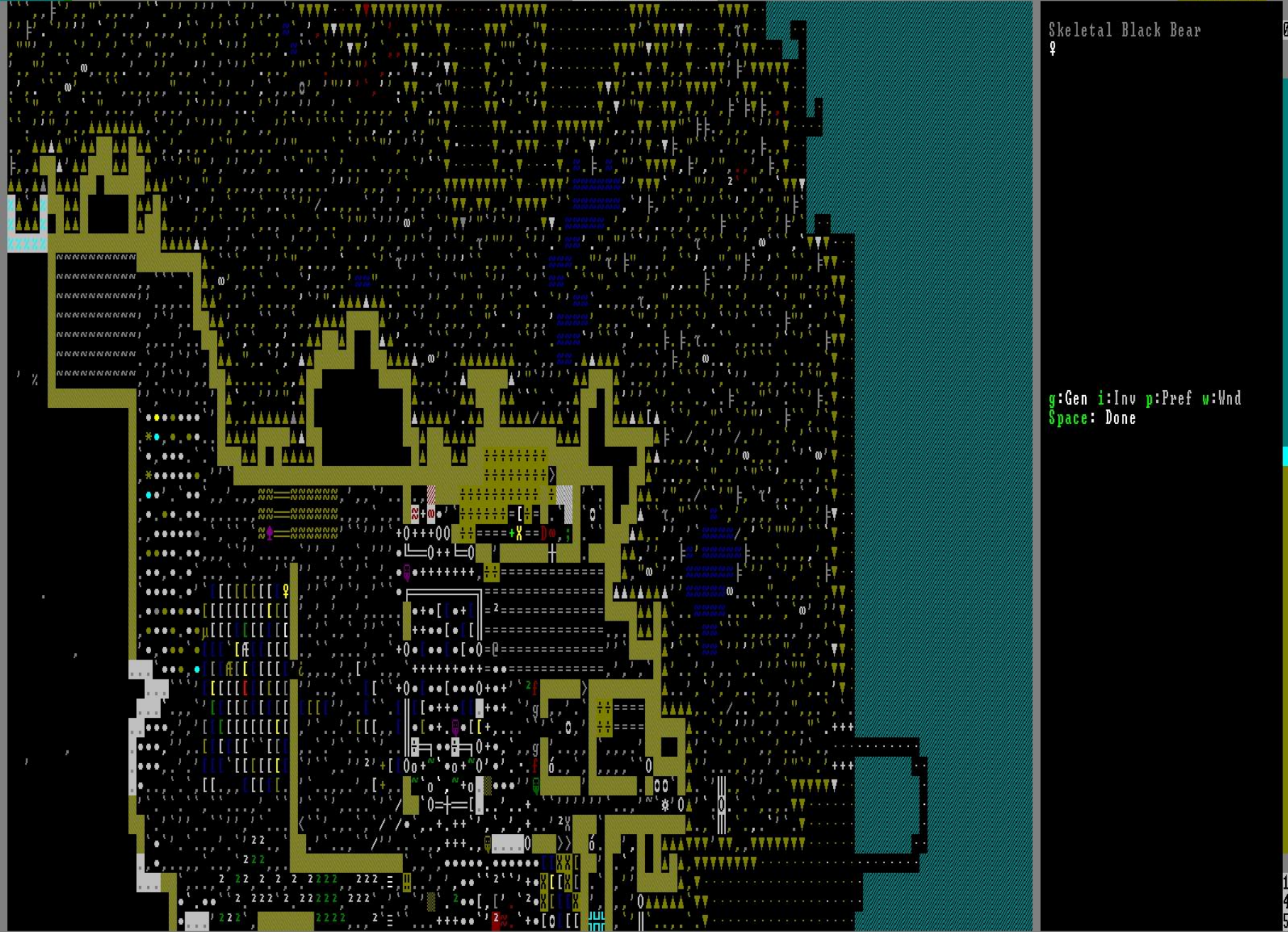
The dwarves were running in terror. A skeletal black bear had made it inside of the fortress! It was causing total chaos on the top level where dwarves were still at work restructuring the place.

Spoiler (click to show/hide)

FPS: 100\*

Dwarf Fortress

Idlers: 1

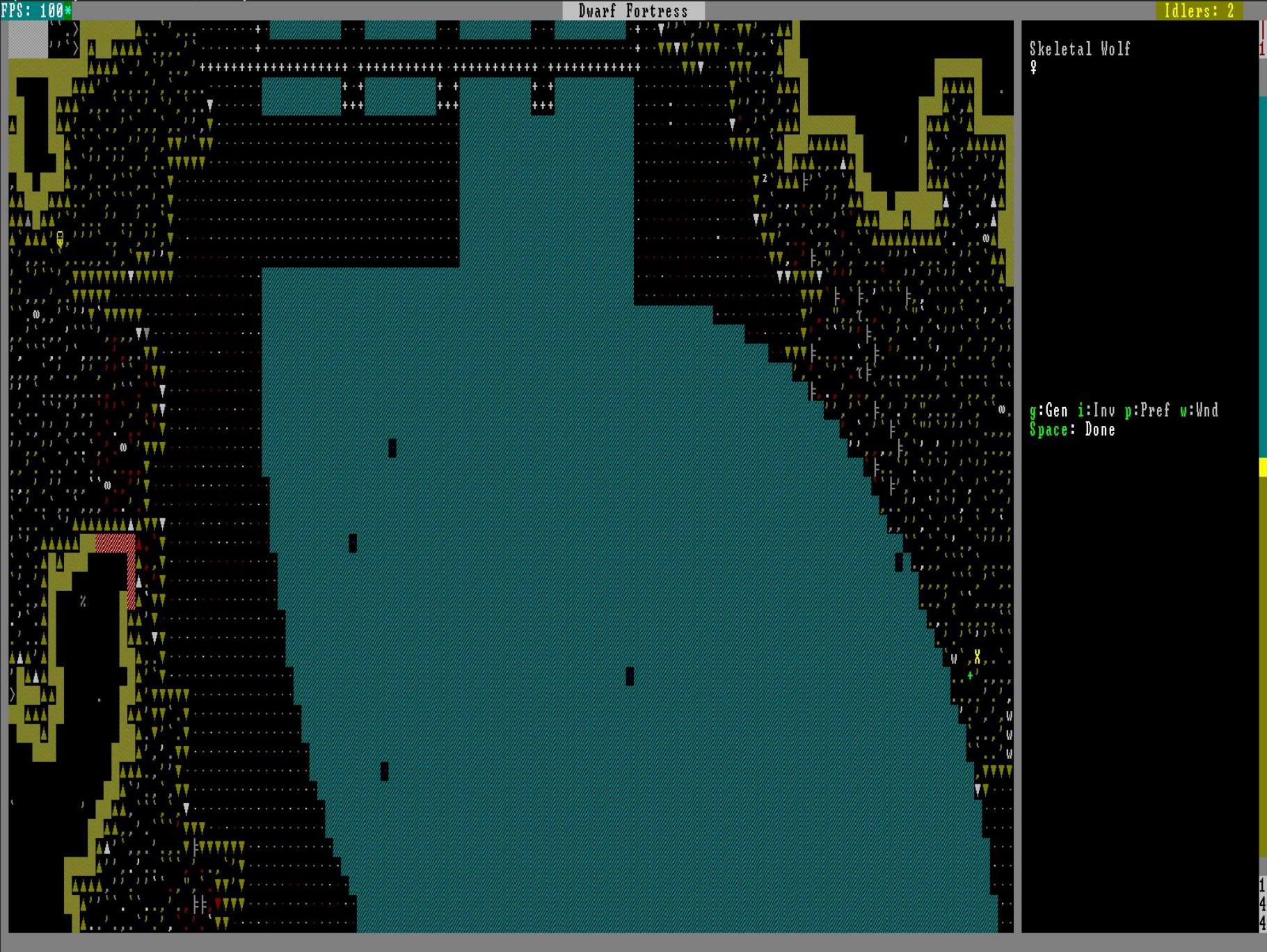


No one had any idea how it got in, though Higar suspected that it was through the untrapped depot gate. He made a mental note to have it trapped later. In the meantime he ordered Halltraded's two champion melee dwarves to take down the skeletal bear. They had



totally annihilated the fishy menace so they should have no problem with the bear.  
But they were not needed. Before they even picked up their weapons to go, the new hammerer simply waltzed up the the skeletal bear, and with a single whack, blew it into pieces. For the first and probably only time in his long dwarven life, Higar was glad that his settlement had a hammerer on hand.  
But that bear hadn't been the only undead danger lurking across the landscape. There were also reports of a pack of undead wolves stalking the landscape.

Spoiler (click to show/hide)



Higar wondered if the annihilation of the fishy menace had opened up an ecological niche that was being filled by even worse predators. He ordered the guards to remain vigilant against any more incursions.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Mashirafen** on **December 18, 2008, 01:45:12 pm**

A tax collector? That means economy. And that means very bad things. D=  
  
Yeah, I can wait a bit longer, but do try to hurry, I'm getting a little impatient. ;P

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 18, 2008, 02:08:35 pm**

It's funny. Halltraded is becoming more like a traditional dwarven fortress now.  
  
The fishy menace is gone. The tantrumming is over. Nobles are here.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Maggarg - Eater of chicke** on **December 18, 2008, 02:11:28 pm**

Quote from: Christes on December 18, 2008, 02:08:35 pm  
traditional dwarven fortress

Ha. Hahaha.  
hahahahahahahahahah.  
Ha.  
Maggarg looses a roaring laugh, fell and terrible!

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 18, 2008, 06:28:47 pm**

It was mid-felsite, and Muthkat the armorer was sitting by himself relaxing in his room. Muthkat had come as part of the latest immigrant wave. Having just completed his apprenticeship, he had decided to go out into the world and find his destiny. With this in mind, he left for Halltraded alongside the baroness, sharing her optimism regarding the place. If it was half as rich as they said, he could easily find a niche making suits of armor for the glorious soldiers there. Halltraded was not what he was expecting at all, with more occupied coffins than dwarves. But fortunately for Muthkat, Halltraded had no armorers after the fish massacre of 301 and great riots of 304-305, so he was accepted with open arms. And thus on this day in mid-felsite 306, with a secure position and a filled belly, Muthkat was feeling very comfortable with himself. But suddenly, the armorer saw something. It was an image in his head of the most glorious high boot imaginable to any dwarf.

Spoiler (click to show/hide)



Immediately, Muthkat rushed off to the magma forge downstairs and began frantically collecting materials. The other dwarves paid him little heed, of course, since it was customary for dwarves to periodically engage in such behavior. Higar, however, saw the potential for a very useful artifact. He immediately forbade Muthkat from using any metals but steel in the crafting. Whatever this artifact might be, it would be made out of glorious dwarven steel. Muthkat, deeply desiring to make this artifact at any cost, readily complied. After several days of running around he had gathered all the components his vision required:

Spoiler (click to show/hide)



He then began work. After many days of secluded and tireless work, Muthkat emerged from the forge carrying "Smashqueen the lions of rewarding," a high boot of epic potential.

Spoiler (click to show/hide)





All the dwarves in Halltraded looked at the boot in awe. It was truly a masterpiece of dwarven engineering. Whatever champion wore this boot would be secure in knowing that their foot was free from harm! More importantly, Halltraded now had a truly legendary armorsmith to serve it.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 18, 2008, 06:56:27 pm**

Quote from: Keldor on December 18, 2008, 12:47:12 pm  
Looks like you counted the tax collector twice! That brings the total back to only 23 immigrants.  
As for riches, I think she's still in for a surprise! And not a very pleasant one...

fixed. I'm not changing the story though. Just pretend that the undead wildlife got one :P

As far as riches go, Halltraded has a LOT of Aluminum, Gold, and Billon. Have the legendary metalcrafter turn those to goblets and ...



well you can guess. Additionally, the architectural wealth has gone up quite a bit in the time Higar has ruled. A certain forthcoming legendary engraver has much to do with that.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Keldor** on **December 19, 2008, 05:52:17 am**

So does that mean that Kadol is still alive? I suppose that that's good at least.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Maggarg - Eater of chicke** on **December 19, 2008, 08:45:10 am**

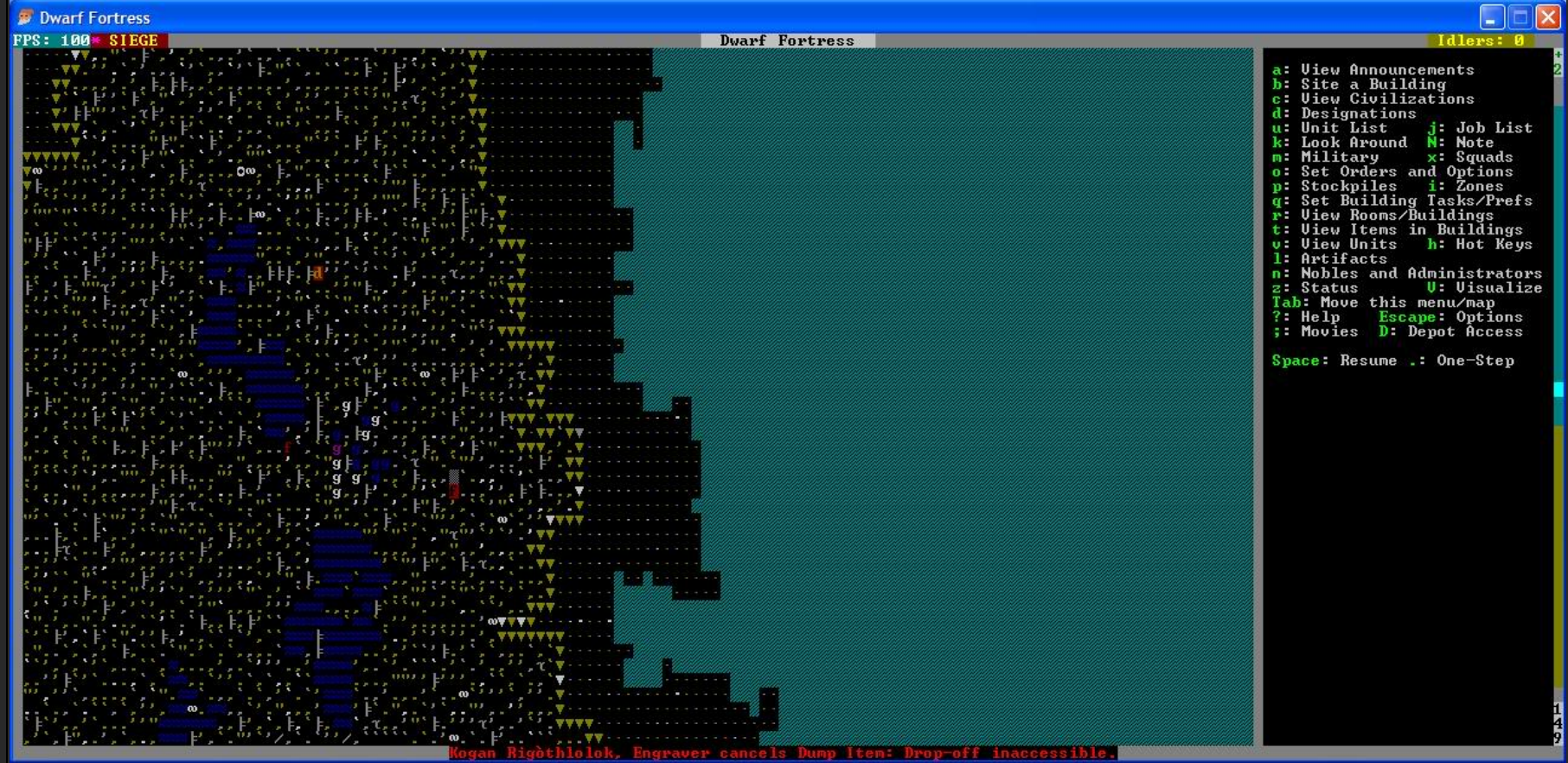
Is Bim the fascist dictator still alive?

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 19, 2008, 03:35:58 pm**

Quote from: Christes on December 17, 2008, 04:00:25 am

It was the 20th of Granite. The dwarves were awakened by a completely unexpected sound - the sound of goblin war horns. The goblins were attacking! Goblin snatchers had been showing up over the previous years, but no one expected the goblins to actually launch a full-fledged assault against such a small and remote dwarven outpost of 19 dwarves. Higar ordered the gates closed to give the dwarves time to prepare. The unwary dwarves moved slowly, but fortunately for them, the Goblins were busy killing skeletal foxes outside the fortress.

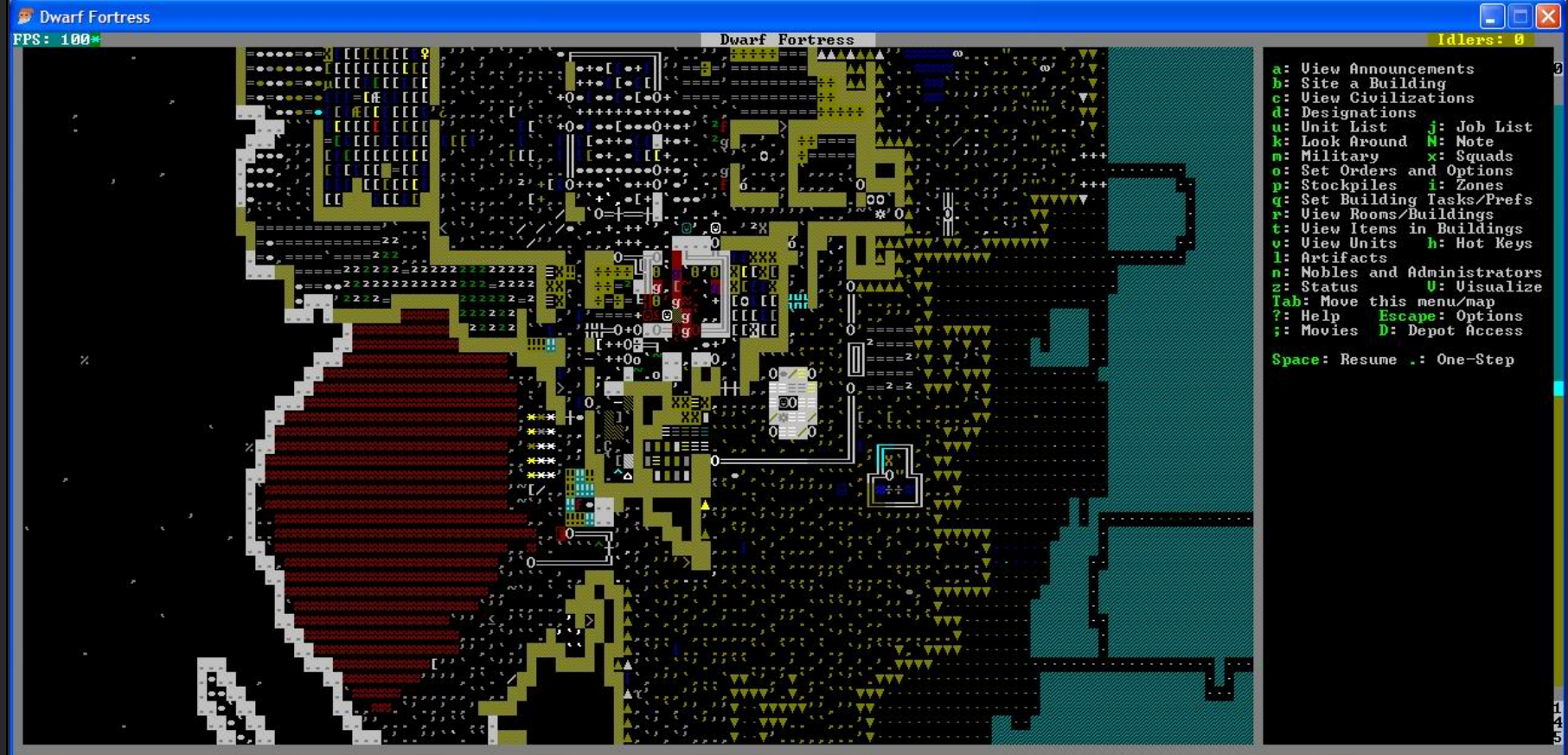
Spoiler (click to show/hide)



A call went across Halltraded. "Raise the gate!" "Raise the gate!" "Raise the gate!" And so the dwarf Sarvesh pulled the lever to raise the gate outside of the trade depot. And the dwarves waited for the gate to rise in quiet anticipation. But nothing happened. In an oversight of EPIC proportions, the previous overseers had put in a lever to operate the gate, marked it as operating the gate, but had failed to do the necessary mechanical work to set it up. The Goblins stormed in through the open gate, charging into the public sleeping area that was scheduled for renovation. Olin Kacothmebil, woodcutter and carpenter, was awakened just in time to defend himself against the onslaught, but it did him no good as he was promptly surrounded and struck down by the twelve goblins.

Just then the military of Halltraded - all three dwarves - made easy work of all the goblins. Halltraded was saved once again, but at the cost of one life. It was yet another death among many in Halltraded, but they could ill afford such losses.

Spoiler (click to show/hide)



Meanwhile, the warriors of Halltraded are getting an impressive array of kills:

Spoiler (click to show/hide)



Twelve Notable Kills

Unib Talonships the dwarf, d. 305  
Zon Standardbristle the dwarf, d. 305  
Beancities the skeletal carp, d. 305  
Dostngosp Badfaints the goblin, d. 306  
Stozu Hategulf the goblin, d. 306  
Bosa Ruthlesswines the goblin, d. 306  
Ngoso Catchmenaced the goblin, d. 306  
Nguslu Pitchdoom the goblin, d. 306  
Gozru Neutralhatred the goblin, d. 306  
Stâsost Sweatmenaces the goblin, d. 306  
Osnun Siltspiders the goblin, d. 306  
Zolak Boardnightmare the goblin, d. 306

Eighteen Other Kills

Two skeletal foxes in Halltraded  
Five zombie carp in Halltraded  
One zombie deer in Halltraded  
Three skeletal carp in Halltraded  
One zombie pike in Halltraded  
Two skeletal sea lampreys in Halltraded  
One zombie sea lamprey in Halltraded  
Two zombie sturgeons in Halltraded  
One zombie fox in Halltraded

(side note: you can see the renovation in progress in the second pic)

Bim is alive. Check the last pic for his kills.  
Kadol is alive as well.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 19, 2008, 03:56:58 pm**

A new and almost foreign sound resounded through Halltraded on the first of Hematite. It was the sound of happiness and good spirits. Between the progress on Higar's rennovation plans and the arrival of new blood, a spirit of cheer had spread throughout the fortress. Everyone was partying and happy. Everyone except Higar, of course. Higar, never having liked crowds, chose to avoid the party. He was a little annoyed by the loss of productivity, he appreciated that the dwarves here were happy again. Higar didn't want a repeat of the last years on his hands. He would intervene if it became too much of a problem. For now, the dwarves needed to party.



Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 19, 2008, 06:34:23 pm**

The human caravan slowly made its way through the Rancorous Jungle. The merchants nervously looked around at the moving shadows surrounding them. Fortunately for them, the guards accompanying their caravan were very skilled warriors by any standard. The undead wildlife stalked them but didn't dare approach.

The human civilization, The Grizzly Empire, was very familiar with Halltraded. Having heard reports of massive riots and property damage at th e wealthy outpost from previous caravans, the local leader Jolosm Sathkortil had ordered this special expedition. A human diplomat would accompany the a caravan headed to Halltraded. The plan was simple - if the dwarves had completely killed each other off, they could simply loot the place. If they were still alive, they could trade for riches like normal anyway and establish a diplomatic contact. If was win-win for the humans, who just wanted to profit from dwarven skill.

As they approached the fortress, the humans looked in awe at the engineering feats that the dwarves of Halltraded had accomplished. A tall tower, a dam - the dwarves of Halltraded had proven themselves remarkably adept at conquering their outdoor surroundings for a supposedly subterranean race. It soon became clear that the reports of rioting and pandemonium in Halltraded were no longer accurate, as dwarves, having seen the caravan coming, were happily carrying goods out to the depot.

The dwarves were extremely generous with their goods, giving the humans a profit margin equal to the total value of the goods they sold. These dwarves gave away all sorts of golden crafts like they were simply junk. The dwarves also seemed to have a particular excess of pre-owned dwarven clothes. The humans, being enterprising merchants, decided to buy much of those as well. At the end of the day, the human merchants were absolutely delighted to trade at Halltraded and decided that they should bring leven more goods next time. Before leaving, they informed Higar of their desired good for next year.

[Spoiler](#) (click to show/hide)



FPS: 99

Trade Agreement with Damsodur

Good	Price	Priority
maces	110%	101--
shields/bucklers	118%	101--
tanned hides	188%	---10
earrings	157%	--101
blocks	134%	-101-
bracelets	135%	-101-
fish	186%	---10
seeds	167%	--101
handwear	139%	-101-
rock idols	110%	101--
headwear	186%	---10

Enter: View stockpile. 8293: Scroll.

Space: Done.

The dwarves of Halltraded politely accepted the requests, not mentioning that the fish and tanned hide requests might be somewhat difficult to fulfill given their surroundings.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 19, 2008, 08:46:10 pm**

Kadol Clashhammers was mad. No one seemed to listen to him anymore. He was the ruler of Halltraded at some point and technically he still held the office of the mayor, but now everyone was following that new dwarf, Higar. Not that Higar was incompetent or anything. Kadol simply wanted to be acknowledged. All he wanted was something made out of zinc especially for him!

[Spoiler](#) (click to show/hide)

FPS: 38

Kadol Lisidnil, "Kadol Clashhammers", Former leader

Owned Objects: 29

Holdings: Decent Office  
Decent Quarters  
Meager Dining Room  
2 Chests  
2 Cabinets  
1 Weapon Rack  
1 Armor Stand

Needs: Decent Office  
Needs: Decent Quarters  
Needs: Decent Dining Room  
Needs: 2 Chests  
Needs: 1 Cabinet  
Needs: 1 Weapon Rack  
Needs: 1 Armor Stand

Mandates: Make Zinc items (1/1)

Enter: View thoughts and preferences. r: View relationships. y: Customize.  
k: View kills.

With this in mind, Kadol stormed into Higar's office, demanding zinc items be made for him. Higar could barely understand him, but made something out about zinc and a mandate. Higar managed to figure out what Kadol wanted.

"Well ye be the best metalcrafter I 'ave ever seen, Kadol. Remember that bronze idol you made? It is truly better than any I've seen in the mountainhomes. If ye be wantin' a zinc item, why not make it yourself?"

Kadol though for a moment and then rushed off to the magma forge below. Higar was sure he'd be seeing a set of zinc goblets the next morning

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Keldor** on **December 19, 2008, 08:57:12 pm**

Hehe, no one ever said that metalcrafters were particularly bright! XD

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Christes** on **December 19, 2008, 10:07:27 pm**

I've actually finished playing, but I won't upload the save until I'm done with updating.

I *have* uploaded the map, however. I put down Points of interest for all the major parts in the new layout, so take a look - especially if you're going to run in the future.

http://mkv25.net/dfma/map-4180-halltraded

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Mashirafen** on **December 20, 2008, 04:25:26 am**

So when you upload the save, what should I actually *do*? You seem to have done an excellent job of reorganising the fortress and everything, but there's the thing, where do I go from there? =P

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Bralbaard** on **December 20, 2008, 04:58:58 am**

Maybe an obsidian factory? a huge cauldron where we can mix water and magma to assure a steady supply of this material? There are a lot of other crazy things we could do really.

To keep the fortress interesting we could restrict the use of traps, that would make sieges and other assaults more interesting.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Christes** on **December 20, 2008, 05:14:36 am**

In mid-limestone, the dwarven caravan arrived right on schedule. They brought a wide variety of goods, ranging from booze to weapons and trap components. Unfortunately for them, the trade liason to Halltraded, appropriately named Kib Halltraded, had been killed in the chaos of the last few years and was now buried in the catacombs of Halltraded. Since the Lashes of Squashing had yet to appoint another liason, the merchants had to guess what the dwarves of Halltraded needed. Not that it was too hard to guess what a dwarven settlement wanted.

Spoiler (click to show/hide)



So the dwarven merchats hauled six wagon loads of goods to Halltraded. They returned with a wagonload of aluminum and gold goblets, and well as several wagons of clothes. Halltraded simply bought some booze and a handful of trap components. The merchants were impressed with the generosity of Halltraded. These dwarves, they thought, must be absolutely stinking rich if they simply gave away so much wealth. In reality, the Halltraded dwarves were simply buying things to be polite and didn't need anything really. For now, at least, desperate times were behind them. The only thing that the dwarves of Halltraded were desperate to do was get rid of all the junk lying around. In any case, the merchants were delighted and would no doubt bring a royal load next year.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Christes** on **December 20, 2008, 05:31:11 am**

Quote from: Mashirafen on December 20, 2008, 04:25:26 am

So when you upload the save, what should I actually *do*? You seem to have done an excellent job of reorganising the fortress and everything, but there's the thing, where do I go from there? =P

Tons of stuff. Bralbaard mentioned obsidian factory. That works. There's more than enough sitting unmined at the moment, but it's still cool. As far as limiting traps is concerned, I think the current amount is pretty good. The two side entrances have 4 traps each all in a single file line and the depot one layer of weak weapon traps. That's enough to stop a squad or two of goblins but not more.

Some other ideas that I had but didn't have time to implement:

**smooth/engrave walls:** We've got a legendary engraver. Use him. There are lots of public places that could use beautifying. Be ambitious with it too; this guy is FAST.

**make tombs:** Higar has a tomb, as does the late Christes. I made one for Maggarg too, though she went by the name Ushat back then. :P You could make tombs for all the other former leaders, living and dead. Note that there are no loose bodies - everyone is in a coffin now. So you would need to just deconstruct the coffin holding Bralbaard and then build a new one in the location you want and dwarves will automatically carry his bones. Zekrish also started a tomb for himself, but didn't finish. Don't forget yourself, of course. How about a tomb for the liason Kib Halltraded too?

**make a giant, multi-z-level basin for the water tower to put water in:** These are very useful for making drowning chambers.

**make a monument:** We have metric shitloads of rock just sitting around. Use them.

Basically, I restructured it and you can beautify it.

Believe it or not, Halltraded is starting to look a little like Nist Akath. We've totally kicked this place's ass.

Oh and **ONE THING YOU SHOULD NOT DO:**

Appoint a captain of the guard. Just don't. After the riots a year or two ago many important dwarves have outstanding sentences. If they get killed from beatings, well ... you know what happens.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Mashirafen** on **December 20, 2008, 10:02:22 am**

Gotcha'. I'll refrain from building regular traps, but I might try making something more complex.

Do we have any aboveground farms, by the way?

And er, shouldn't the hammerer have dealt with any outstanding sentences?

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Maggarg - Eater of chicke** on **December 20, 2008, 10:40:05 am**

Quote from: Mashirafen on December 20, 2008, 10:02:22 am

Gotcha'. I'll refrain from building regular traps, but I might try making something more complex.

Do we have any aboveground farms, by the way?

And er, shouldn't the hammerer have dealt with any outstanding sentences?

I think the Hammerer is dead.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 20, 2008, 03:17:04 pm**

Just to make sure everyone sees it, I'll quote my previous post:

Quote from: Christes

I've actually finished playing, but I won't upload the save until I'm done with updating.

I have uploaded the map, however. I put down Points of interest for all the major parts in the new layout, so take a look - especially if you're going to run in the future.

http://mkv25.net/dfma/map-4180-halltraded

The hammerer is alive and well. There is no dwarven justice without a captain of the guard. Call it a bug if you want.

It might be fun to see the sentences imposed, though. If you really want to, you should make sure there's a jail first. Otherwise, I think hammerings are substituted for days in jail.

There are no abovegraound farms. That might be a project worth doing. You'd probably have to make some more space outside, or build a greenhouse. But such a project is totally reasonable in such wealthy times.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Maggarg - Eater of chicke** on **December 20, 2008, 03:25:07 pm**

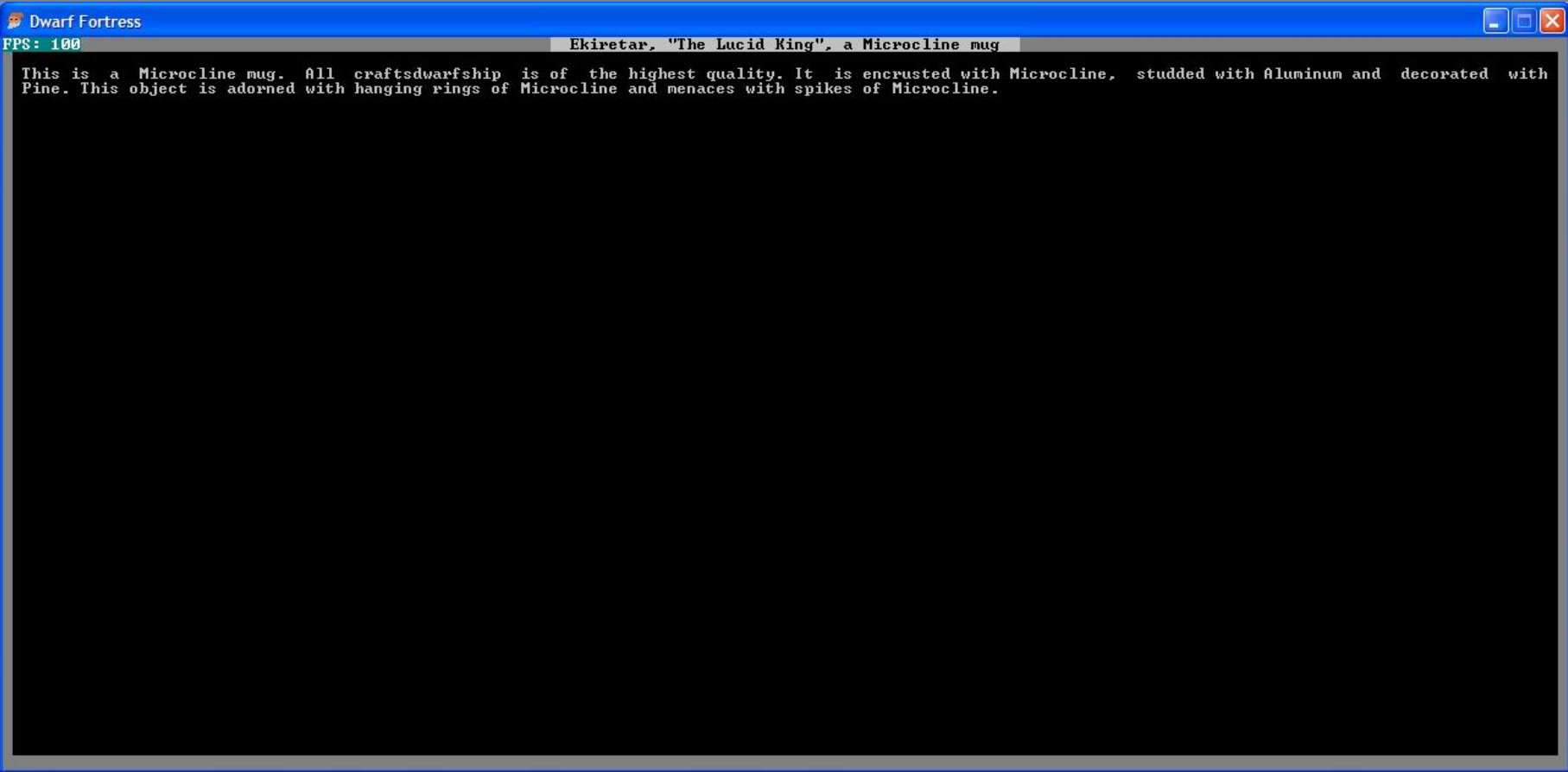
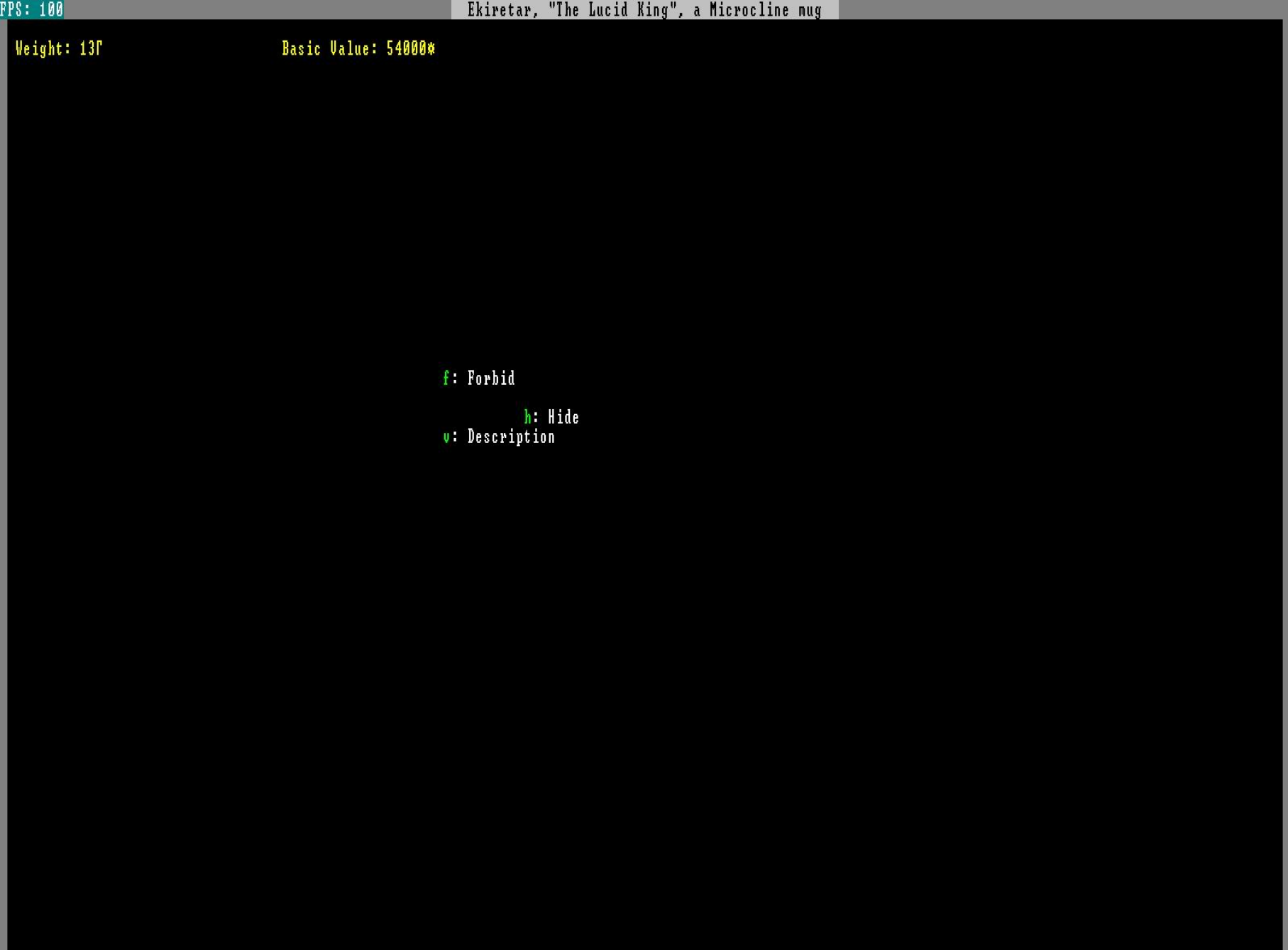
I think we'd need a very large prison to avoid a population of mangled tantruming cripples.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 20, 2008, 03:40:14 pm**

Endok Likotdural was but a meager stoneworker at Halltraded. The new-fangled economy that set in after the baroness arrived was hitting him hard. He was living a day-to-day existence, barely affording his (very expensive) room in Halltraded's elegant housing complex. But at least he could afford his room! There were reports of dwarves being kicked out and sleeping outside when they couldn't meet their payments. Just the thought of sleeping under the cold, unforgiving stars made Endok want to throw up. But suddenly all of Endok's day-to-day concerns seemed irrelevant as he saw a vision in his head. A vision of a truly marvelous mug entered his mind. He rushed to a workshop immediately, and gathered what was needed. After several long and secluded day he emerged holding up a pretty mug.

Spoiler (click to show/hide)





It didn't look like much relative to artifacts made by other dwarves, but the dwarves of Halltraded realized that Endok's skill at engraving had been tested and boosted to an epic level. Endok was now free to live out a comfortable existence, free of economic concerns. In the coming months his skills would be put to good use.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 20, 2008, 09:10:57 pm**

Higar was disturbed by some of the reports he had heard. Frankly, Halltraded was in a state of disarray. The transition from communal outpost to capitalistic dwarven city was an ugly one. Many dwarves had been kicked out of their rooms and were sleeping outside! He needed to investigate why. The well-designed and beatiful places created by previous overseers were simply too expensive for the lower classes of Halltraded to afford in this new economy that came with the Baroness. Higar decided it was time that he was more mindful of economical matters. He order that affordable housing be created north of the existing housing block. It wouldn't be pretty, but anything is better than sleeping under the stars.

Additionally, Higar thought, Halltraded would have to embrace this new capitalist system with the utmost vigor, if they wanted to survive. Higar ordered a shopping complex built that would rival anything created in the mountainhomes. Higar would call it the great dwarven shopping center. The other dwarves would simply call it "The Mall."

[Spoiler](#) (click to show/hide)



It was to be situated near stairwells leading right to the housing complex, so dwarves could shop easily.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **BlakeKoris** on **December 20, 2008, 09:43:37 pm**

I've got one question, and one request for Mashirafen.

For one thing, do you think we should turn on [ZERO\_RENT]? I assume we've gotten some good quality furniture, and if the dwarves can't keep up, nobody will have a room of there own.

Oh, and Mashirafen, do you think you could have some random female dwarf train as a clerk in the later months? I've got an idea for when my turn comes around.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 20, 2008, 09:50:24 pm**

The rooms seem to be working fine now. Budget housing is just a couple cells with plain beds. Most dwarves seem to be able to afford it.

If worse comes to worse, a public sleeping area could be built. Any negative thoughts from that would be blown away by the quality of the dining room.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Mashirafen** on **December 21, 2008, 02:44:45 am**

I'd imagine we already have a clerk, but I guess it'd be no problem. That's assuming I remember. ;P Might want to remind me once my turn starts.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 21, 2008, 02:50:12 am**

Higar is actually the clerk/broker atm. I'd recommend keeping him as the broker because of his appraiser skill, but it's totally reasonable to appoint a new clerk. I even made another office next to Higar's.

Your call, of course.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 21, 2008, 02:59:13 am**

Maggarg reported into Higar's office. She happily reported that the digging was done on the proposed mall and budget housing and that Higar could begin setting up shops.

[Spoiler](#) (click to show/hide)



Higar noticed Maggarg's very pleasant tone. For a woman who recently watched her lover grow depressed and wither away, she seemed rather upbeat. This naturally raised an eyebrow for Higar, but he realized that it was an issue not worth pursuing. The dwarves were content at the moment and there was no need to sow any more discord. And to be fair, what dwarf could be unhappy with such an absolutely magnificent dining room to eat in?

Higar had wondered how long it would take that woman to get the job done. Truly a legendary miner, even by dwarven standards, she could mine any structure out in remarkably small amount of time. However, she and many other dwarves had been spending their time partying. Higar decided it was time to intervene. He temporarily declared the statue room off-limits. The dwarves partying moved on to more productive tasks. Meanwhile, poor dwarves began filtering into the new housing section.

[Spoiler](#) (click to show/hide)



Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 21, 2008, 06:53:37 pm**

The newly-arrived nobles were holding a meeting discussing their new accomidations. All in all, they were quite satisfied. Despite his initial bluntness, that Higar was a nice chap and had put them up in the most elegant housing.

[Spoiler](#) (click to show/hide)



FPS: 99

The Nobles and Administrators of itonnish

Baroness

Lolor Ostarvabôk, Baroness

[REQUIRE][DEMAND][MANDATE]

Baron Consort

Adil Asteshvuthil, Baron Conso

[REQUIRE][DEMAND][MANDATE]

Tax Collector

Nil Endokish, Tax Collector

[REQUIRE][DEMAND][MANDATE]

Hammerer

Ast Delerfôker, Hammerer

[REQUIRE][DEMAND][MANDATE]

Dungeon Master

Zuglar èrithning, Dungeon Mast

[REQUIRE][DEMAND][MANDATE]

Mayor

Kadol Lisidnil, Former leader

[REQUIRE][DEMAND][MANDATE]

Town Manager

'Higar' Tunbokhon, Trader

[REQUIRE][DEMAND][MANDATE]

Hoardmaster

'Higar' Tunbokhon, Trader

[REQUIRE][DEMAND][MANDATE]

Town Broker

'Higar' Tunbokhon, Trader

[REQUIRE][DEMAND][MANDATE]

Captain of the Guard

VACANT

Enter: View Unit/Fill Vacancy

r: Replace

s: Settings

8293: Scroll

Space: Done

The tax collector raised some issues about the economy and the hammerer was somewhat upset about various miscarriages of justice, but they were lesser nobles with trivial concerns. The baroness cared about what mattered - art! And that engraver Endok - what a brilliant artist. The baroness was particularly fond of his depiction of the epic of Clampurge the fleshy general. Scattered around the fortress were engravings of the skeletal sturgeon killing and being killed by dwarves. What a heroic representation of Halltraded's past!

Spoiler (click to show/hide)

FPS: 99

Rersîrngilok, "The Flighty Evisceration"

Engraved on the floor is an exceptionally designed image of a dwarf and a sturgeon by Endok Likotdural. The sturgeon is striking down the dwarf.

(note: This is funny because I remember clampurge well from my first run here. What an epic fish!)

A great celebration echoed through the dark pathways of Halltraded in late Opal. The dwarves had a great reason to celebrate. For the first time in years, every dead dwarf and every dead pet had a grave. The coffins were piled up rather haphazardly throughout the

catacombs, but every dwarf was resting place. No longer were the bones and bodies of past friends sit out in the open. Higar ordered that coffins continue to be made, so that any future deaths could be quickly entombed.

With the fortress reorganized, a mall under construction, and a truly legendar dining room, the dwarves of Halltraded had finally moved on. The new economy was a little rocky, but all dwarves appeared to have places to stay. It was a good time to be a dwarf in this land.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Mashirafen** on **December 22, 2008, 04:09:19 am**

Just a random question, what does a dead skeletal creature look like? Does it have a red background like other things?

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 22, 2008, 04:17:23 am**

They don't have bodies: they just directly break into bones when "dead"

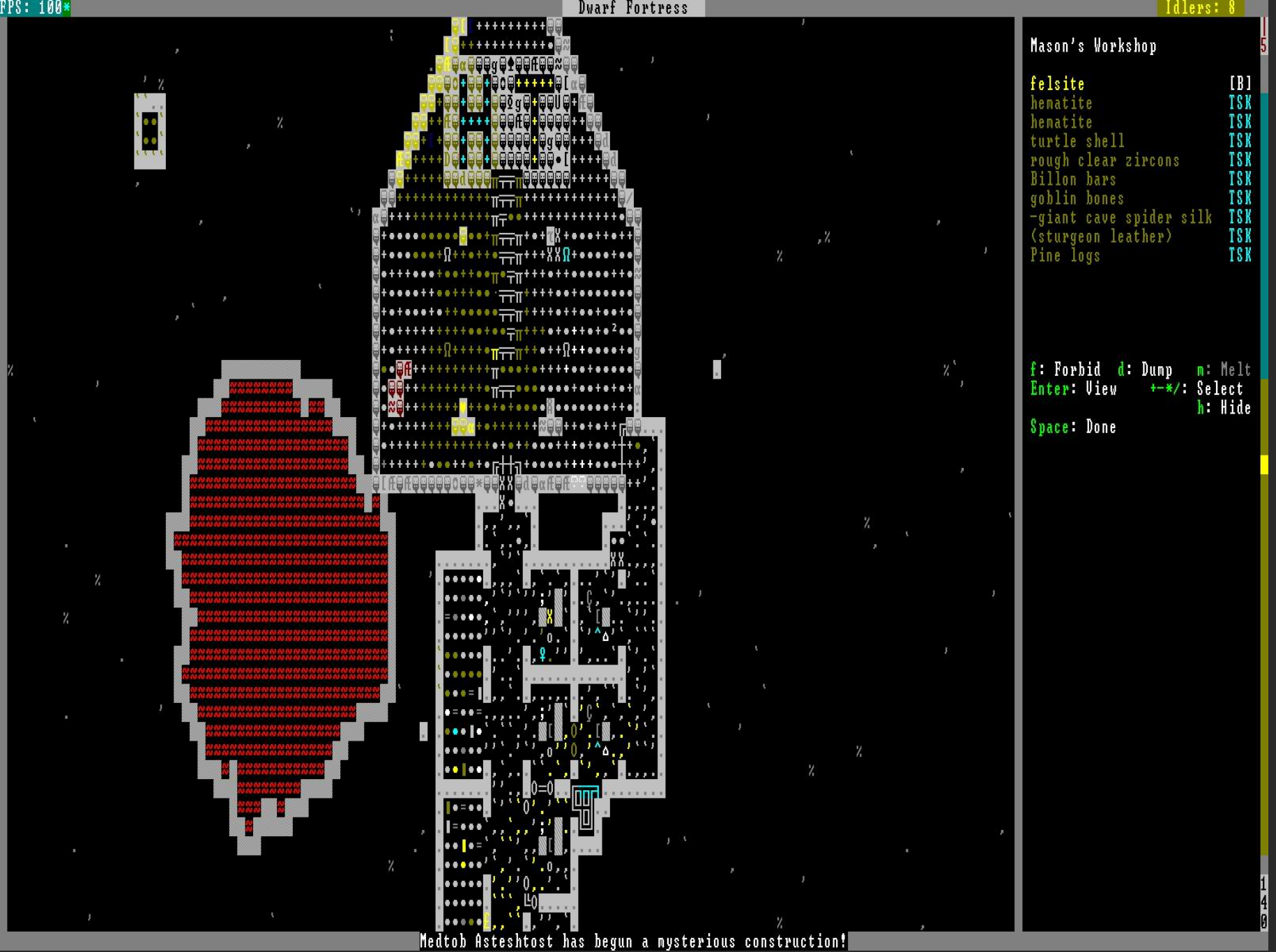
Zombies go directly to rotten corpses.

Random knowledge ftw!

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 22, 2008, 04:22:38 am**

It was late obsidian and the masons of Halltraded were missing one of their own. Mason Medtob Ashtestost was missing. No one had heard from her for a couple days. Fearing the worst, they searched all around, finding her holed up in a mason workshop.

Spoiler (click to show/hide)



She was busily working some object, and the dwarves of Halltraded had no idea what it was. Hopefully it would be a piece of furniture to spruce up the place. Higar knew that Halltraded would have yet another legendary dwarf to serve it. But she would no doubt finish after Higar's ruling time had ended, so he would leave that matter to the future overseer.

(note: I'll post the last "update" and the save tomorrow. I was hoping to today, but there's over half a foot of snow outside. Yes, I'm really using that as an excuse - more than an inch or two of snow is very rare up here and it's distracting :P)

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 23, 2008, 12:21:31 am**

Higar was relieved. He had weathered the storm of leadership. He had taken a fortress fresh from discord and rioting to being the capital of the local barony.

Of course, Higar wasn't solely responsible for the progress. The dwarves of Halltraded were indebted to *all* who had led before. Bralbaard started them out. Christes had built their mechanical systems. Keldor started the dam and Nthegreat finished it. Maggarg held the fortress together while it was about to burst at the seems. Zekrish had annihilated the fishy menace once and for all. And Higar - Higar had set the place back on track after several chaotic years. It was the dawn of a new era, and it was time for someone else to take leadership. Higar took this chance to relax for the first time in a while. He would stay at this place to honor his brother's memory, but he would enjoy not being the decision-maker for once.

Save:  
<http://dff.d.wimbli.com/file.php?id=750>

Map (if you didn't see the much earlier link):  
<http://mkv25.net/dfma/map-4180-halltraded>

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Mashirafen** on **December 23, 2008, 08:36:09 am**

Higar walked through the corridors of Halltraded, lost in thought. He didn't want to stay in charge any longer, but it hadn't occurred to him who to give it to. He needed someone who would be able to follow on from Higar's complete overhaul of the fortress and make it even more powerful and prosperous. Someone ambitious. This was the dawn of a new era, a golden age for Halltraded, and it needed someone to push it forward. But he knew no such dwarf.

He gave up and pulled a dwarf walking past won some hauling job with a faraway look in his eyes towards him. The dwarf's expression barely changed as he gazed at Higar.

'Ye there! What's yer name?'  
'Mashirafen Craftgranite,' the dwarf replied, still wearing the same emotionless face.  
'Never heard of ye! What is ye do 'round here?'  
'Mostly hauling, seeing's we've got a legendary engraver now.'  
'Well how would ye like to be in charge o' this place for a wee bit? A year, maybe?'  
Just as Higar was wondering if Mashirafen could actually feel emotion, he appeared to perk up at the offer.  
'Me? In charge of this place? You sure?'  
'Yes.'  
'All right then. Er, what should I do?'  
'That's up to you, mister overseer! Be ambitious!' Higar chuckled as he walked away. Just as he was about to round the corner he turned around and shouted along the corridor with a smile on his face, 'and don't screw it up!'

Mashirafen stood in the middle of the corridor for a moment, then suddenly began making his way to the mason's wing. Oh, he would be ambitious all right...

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Maggarg - Eater of chicke** on **December 23, 2008, 08:42:46 am**

I think I'll take turn 15, if I may.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Mashirafen** on **December 23, 2008, 10:22:23 am**

The dwarves of Halltraded stood in a circle around Medtob Asteshtost as she held aloft her new artifact. They gazed upon its beauty, its elegance, its menacing spikes. They looked in awe at the divinely crafted haematite...quern.

But it mattered not to Mashirafen what Medtob made. She was now a legendary mason, and that meant the monument could be built all the faster...

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Christes** on **December 23, 2008, 12:19:55 pm**

a quern eh?

Are you goiung add it to the dining room, or to a noble's room?

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Mashirafen** on **December 23, 2008, 01:28:04 pm**

(I've already told the dwarves to put it in the Baroness' throne room as she's demanding I put something there.)

Oh fu-

They began by cutting down a mule, the fortress' woodcutter and the zombie fox he was running from when they attacked.

Then Zekrish, who apparently had a deathwish, charged the invaders by himself, with unfortunately obvious results. Bim, the leader of Halltraded's three dwarf military, rushed out the front gate to stop the attackers. Unfortunately, Urdim the marksdwarf was too slow to arrive and Momuz, the other champion was inexplicably wandering around in the dried up part of the river. Bim fought heroically but he could not prevail all by himself and was struck down after killing one goblin and wounding several others.

And that was when they saw the goblins crossing the dam.

Mashirafen panicked. He desperately ordered someone to pull one of the levers near the entrance and hoped like hell it was the one linked to the gate.

Just then Urdim and Momuz showed up and started cutting down the attackers. A spark of hope reappeared in Mashirafen's eyes. Perhaps they would manage to kill all the goblins. It was a long shot, but it was all they had...

But then he noticed Rith the mechanic had been cornered by two goblins, one of them a spearmaster and Iteb the ranger was being surrounded by a whole squad of goblins. There was no way either of them would survive.

And then, because whatever gods were watching this battle didn't think things were going bad enough, the (thankfully) single elite marksgoblin shot Urdim in the eye. He wasn't dead yet, but he probably would be soon and he certainly wasn't going to be helping in the fight. Everything depended on Momuz.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Christes** on **December 23, 2008, 01:42:46 pm**

Looks like we need a new military force.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**

Post by: **Mashirafen** on **December 23, 2008, 02:53:08 pm**

Momuz watched Urdim fall to his knees, clutching at his eye, and then slump to the ground forever as the marksgoblin fired another shot into him. He knocked a hammergoblin away with his own steel warhammer and dashed past the goblins towards the dam, dodging a volley of bolts from the marksgoblin. To the amazement of the civilians of Halltraded, who were looking out from the walls of the fortress, he started running away from the goblins, across the dam. What was their brave hero, who had already killed eleven goblins in the battle, doing? The marksgoblin took a couple of pot-shots at him as he ran, but he was too far away and soon he was out of range completely. A hammergoblin and wrestler followed him, but the marksgoblin and another hammergoblin began moving back towards the fortress, as did the squad of goblins who had come from the north. Things looked hopeless, with their last soldier fleeing the battle and the gate still



open. But the water tower did not appear to be doing anything either.

The marksgoblin opened fire on the elven traders, wounding one of them and a mule quite badly. But now he was out of bolts. But that did not stop him for more than a second. He ran to the depot and beat the elves to death with his crossbow. Then he moved into the fortress dwarves and animals dropping what they were doing and scattering to escape. Mashirafen held his head in his hands. What could he do? Perhaps if he told all the dwarves to attack the goblin they could overcome him, but none of them could so much as wrestle a kitten. There would surely be at least a few deaths, and already they had lost too many lives today. And several more goblins were moving up from the north, including the spearmaster who was taking a moment to eviscerate a peasant. The only consolation was that the ones from the north were busy fighting a pack of skeletal wolves, but not for long. If only Momuz would come back...

(I like how the traps didn't do anything =P)

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 23, 2008, 02:55:25 pm**

If you like, you could try reloading the traps with more weapons. They only have 2 to 3 now.

How many goblin squads was this?

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Maggarg - Eater of chicke** on **December 23, 2008, 02:57:44 pm**

we used to have an ok military.  
Guess what happened to it.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Mashirafen** on **December 23, 2008, 02:59:20 pm**

I don't know. I know there was at least one from the north, the first ones I saw, and one from across the dam. But I think most of the first squad are dead, yet there's still a lot of goblins fighting the wolves so there may have been another from up there. There are also a few coming from the south but I don't know whether they're from another squad or ones that broke off from the dam squad to kill the mechanic.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Mashirafen** on **December 23, 2008, 03:11:44 pm**

The dwarves glanced away from the marksgoblin wreaking havoc in the ground floor of the fortress to see Momuz running back across the dam. He had come back! They would be saved after all!

...Or not.

Armok help us.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Bralbaard** on **December 23, 2008, 03:53:32 pm**

And we were worried that Halltraded would turn into a untroubled peacefull fortress.

Title: **Re: Halltraded succession game. rebuilding after the tantrum spiral.**  
Post by: **Christes** on **December 23, 2008, 04:37:05 pm**

heh just note that the danger is now coming from goblins.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Bralbaard** on **December 23, 2008, 04:40:11 pm**

At least they took care of the elves as well.

I added you for another turn Maggarg.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **(name here)** on **December 23, 2008, 05:09:53 pm**

How'd a light grey wound knock out a champion?

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 23, 2008, 05:13:18 pm**

He's just asleep actually.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Christes** on **December 23, 2008, 05:31:37 pm**

Would it be obscene for me to sign up for another turn right after I finished? xD

If not, then sign me up again :P

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **BlakeKoris** on **December 23, 2008, 05:33:02 pm**

If the Dwarves survive, don't forget about that Clerk, if you can spare a dwarf.

Female, preferably.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **ChazzyBurger** on **December 23, 2008, 05:49:43 pm**

Quote from: Maggarg - Eater of chicke on December 23, 2008, 02:57:44 pm

we used to have an ok military.  
Guess what happened to it.

It got Dwarf Fortressisided!

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 23, 2008, 05:58:55 pm**

The goblin continued his rampage by knocking the Fish Cleaner down the well. Although Higar had installed some stairs in case of something like this, he couldn't swim too well with a mangled leg and he drowned, and now his corpse will do a lovely job of contaminating the drinking water.

Next he smacked the life out of the tax collector. Needless to say, everyone was very saddened at his death. Oh yes, very heartbroken indeed.

Now our beloved marksgoblin has a full title. And a couple of hammergoblin friends have arrived to join in the fun.

But wait! What's this? The hammerer has come to save the day!

No, wait, nevermind. As usual, all hopes of victory are dashed as once he kills the hammergoblins he goes to do something else, completely ignoring Mr Doomedserpent playing baseball with our bone carver.

He then continues to strike down our trainee jeweller, but once the hammerer has finished having a drink he rushes towards the goblin for a fight!

WHO WILL WIN

Fuck. I should've seen it coming. Why did I even get my hopes up?

Song Doomedserpent left the hammerer lying on the ground still alive with a caved in chest and moved on.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **BlakeKoris** on **December 23, 2008, 06:22:05 pm**

So, how many Dwarves are left now?

I'm assuming not many, since we were short-handed as it was.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 23, 2008, 06:24:05 pm**

32. 31 if the hammerer dies, which is likely as he's got several red wounds including one to his heart. And I imagine more will die before this is over.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Christes** on **December 23, 2008, 06:39:50 pm**

Did the traps even do *anything*?

But anyway ... FREE ELVEN GOODS ROPE REED CLOTH YAY

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **BlakeKoris** on **December 23, 2008, 08:34:42 pm**

...

They're all going to die, aren't they?

...Which means a reclaim. Which means a year+ long stockpiling loop. Nice.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mook** on **December 23, 2008, 11:18:25 pm**

Although I'm not part of this succession game, I would suggest you activate several able-bodied dwarves and swarm the goblin until he's over-exerted, as he would probably just track them down and kill them individually anyway.

It works for the elves. You'd be surprised at how many elven children end up with kills because of it.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Jamini** on **December 24, 2008, 01:06:03 am**

This is going into the Legendary Stories Sticky folks, you have captured a modern Boatmurdered far more effectivly here than any other attempt to date.

You should feel proud, keep up the good work and don't give up yet. (^-^)  
b

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Christes** on **December 24, 2008, 01:38:07 am**

Oh shi-

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Bralbaard** on **December 24, 2008, 01:54:39 am**

Quote from: Christes on December 23, 2008, 05:31:37 pm

Would it be obscene for me to sign up for another turn right after I finished? xD

If not, then sign me up again :P

I added you for another turn, and while I'm at it, I added myself too. If Halltraded continues the way it does its population might actually be at a level that my computer can handle when my turn arrives :P .

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Maggarg - Eater of chicke** on **December 24, 2008, 05:37:21 am**

I bet they'll be tantruming again when I get them

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 24, 2008, 07:18:16 am**

(No, the traps didn't even go off. =P)

Mashirafen realised there was nothing for it. He told any dwarves left alive on the top floor to charge Doomedserpent. Medtob, despite having no training, managed to momentarily grapple the goblin's crossbow before it could smack her brains out, but not before it killed the legendary armourer and the woodcrafter. Just then, a roar came from the entrance of the fortress. Heads turned as Momuz, back from his nap, ran up to the goblin with breakneck speed and sent him flying into the wall with a blow from his hammer.

But the battle was far from over...

(Sorry about the artifacting on the last pic, I accidentally saved it as the wrong filetype and imageshack us being slow so I can't be bothered retaking it. Also, the thieves are captured ones from ages ago, ignore them.)

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 24, 2008, 07:41:50 am**

Or maybe it is. All the remaining goblins have suddenly left. Not that I'm complaining.

Momuz killed fourteen goblins in the battle, and altogether he has nineteen notable kills and fifteen other kills. His full name is now Momuz Thinnedrooms the Playful Taxes of Connecting. What a lovely name.

We're now down to 29 dwarves, although thankfully all healthy for the time being. The top floor is strewn with the blood and bodies of dwarves, elves and goblins. I think all the dwarven deaths were mentioned (the hammerer died from his injuries as the goblins were leaving), and we also lost a mule and a dog, I think. I guess now the top priority is getting everyone buried and building tombs for the most important dwarves.

'Golden Age' indeed, Christes. =P

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 24, 2008, 08:45:43 am**

A new tax collector arrived, but for some reason he's just standing at the top edge of the map. It says a hammerer and possibly some other migrants came too, but they won't come on screen. Um. =/

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Keldor** on **December 24, 2008, 08:49:08 am**

You sure you have the gate open? I think they just stand there if they can't figure out how to get to the nearest meeting area.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 24, 2008, 08:50:02 am**

Oh yeah, whoops. =P

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 24, 2008, 09:38:24 am**

Mashirafen stood at the fortress gate and watched the migrants approach. Stupid wankers, coming here of all places. But he wasn't complaining. They needed all the dwarves they could get right now.

Mashirafen greeted the migrants themselves at the gate. He allowed them good time to look at the corpses and blood lying everywhere before saying anything.  
'Welcome to fucking Halltraded.'  
The hammerer spoke first. 'Er...we heard ye needed a new hammerer and tax collector...'  
'How? They both died just today!'  
'Yeh, well...news travels fast.'  
'Fair enough. Come in, then. Try not to step in the blood.'

Mashirafen counted the migrants as they walked in warily. Altogether they had:

- 1 Hammerer
- 1 Tax Collector
- 1 Weapon/Armour/Metalsmith
- 3 Peasants
- 1 Jeweller
- 1 Engineer
- 1 Siege Operator
- 2 Gem Setters
- 1 Potash Maker
- 1 Tanner
- 1 Animal Dissector
- 1 Animal Trainer
- 1 Hunter
- 2 Fisherdwarves
- 1 Mason
- 1 Glassmaker/Bone Carver/Clothier



20 migrants, bringing our population back to 49.  
Most of them won't have any place here with their original jobs, but some can be retrained to fill the holes left by the goblin attack and the rest will become our new military.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Mashirafen** on **December 24, 2008, 09:59:56 am**

Yay miasma!

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Bluerobin** on **December 24, 2008, 10:46:57 am**

Hahaha this is awesome. I've always wondered why, when the migrants-to-be get word of the fortress and large numbers of deaths, they still choose to come. Living conditions must REALLY suck elsewhere...

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Mashirafen** on **December 24, 2008, 11:02:14 am**

Oh no, not again.

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **ChazzyBurger** on **December 24, 2008, 12:09:16 pm**

And so it begins again...

Let's hope Momuz isn't next, I doubt the entire fortress could survive that, seeing as most of them seem to be useless

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Maggarg - Eater of chicke** on **December 24, 2008, 01:26:11 pm**

am I still alive?

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Mashirafen** on **December 24, 2008, 02:27:28 pm**

Quote from: Maggarg - Eater of chicke on December 24, 2008, 01:26:11 pm

am I still alive?

Yeah, you're fine.

Title: **Re: Halltraded succession game. Chaos as usual.**  
Post by: **Christes** on **December 24, 2008, 03:34:14 pm**

Quote from: Mashirafen on December 24, 2008, 07:41:50 am

His full name is now Momuz Thinnedrooms the Playful Taxes of Connecting. What a lovely name.

heh, he actually had that before. Read Higar's third update. Quite a name, eh?

Quote

'Golden Age' indeed, Christes. =P

I blame you. I SAID DON'T SCREW IT UP!!!!!!!!!!!!!!!!!!!! xD

Regarding the tantrum spiraling, we still have booze right? If there's booze and a nice dining room, it might not go too far.

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Mashirafen** on **December 24, 2008, 03:36:29 pm**

It's not my fault! It's not like I *made* the goblins attack! D=

And yeah, we've got plenty of booze.

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Mashirafen** on **December 24, 2008, 03:42:00 pm**

No worries, he stopped tantruming without doing any real damage (He destroyed his own cabinet and threw a hood at a wall).

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Christes** on **December 24, 2008, 03:45:26 pm**

Just out of curiosity, what made him tantrum? Loss of a friend/lover?

Also, I would highly recommend removing and rebuilding the front traps with more power. (Just use the weapons dropped by goblins)

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Mashirafen** on **December 24, 2008, 05:02:18 pm**

Her (yeah, she's female, whoops =P) husband died and wasn't buried before he rotted.

Mashirafen breathed a sigh of relief. The fortress was stable, the miasma was gone, the new military force was being trained as they spoke and everyone was busy. He had started the construction of his great project and tombs were being dug out for the more important dwarves who did not already have them. He'd had a bad start, but things were looking up. The baroness was still demanding something in her room, but if she wasn't satisfied with the gold chain and the artifact quern and wouldn't be more specific about what she wanted she'd just have to live with it. And she seemed happy enough anyway.

Perhaps this really was the beginning of a new golden age for Halltraded. Not a very good beginning, but one nonetheless. And next time they would be ready for the goblins.

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Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Keldor** on **December 24, 2008, 06:11:55 pm**

---

How could the tax collector and hammerer have known, unless...

That's it! They must have planned this from the beginning! The goblins were merely a ploy to kill anyone left in the fortress so that the hammerer and tax collector (and their friends) could steal all the loot from the fortress! I suggest installing custom heating systems in their rooms.

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Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Christes** on **December 26, 2008, 09:39:34 pm**

---

Is everything in order?

I assume Mashirafen did something for Christmas, but now it is the day after and we have a low tolerance for waiting :P

*edited for clarity*

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Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Bluerobin** on **December 28, 2008, 01:52:45 pm**

---

In the interest of making sure this doesn't die, do we want to go with the "one week to do your turn" rule? This would mean Mashirafen has two more days (until the 30th) or we just revert back to Christes's save and move on.

(Also, BUMP to hopefully keep interest.)

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Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Bralbaard** on **December 28, 2008, 02:34:16 pm**

---

There's no week per turn limit on this game, we've had turns that took well over a month, while that is probably longer than it should be, it isn't that bad if there is a steady stream of updates.  
The christmas holidays are an odd week though, I know for a fact that I spend most of last week away from home with family, so some delays are probably not unexpected. If Mashirafen doesn't respond soon I'll PM him. We definitely should continue from his last save if he is unable to complete the game himself.

---

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Bluerobin** on **December 28, 2008, 03:27:20 pm**

---

Yeah that sounds good. I guess it was just the lack of updates that was getting me :-\

---

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Christes** on **December 28, 2008, 04:01:49 pm**

---

Well Mash hasn't logged in since the 25th. We might see a big update coming here.

And I should add: I like that we don't have a absolute week-long deadline, but we need some restrictions. Like if your turn is going to be a bit longer than expected, you should communicate that. I really don't care how long it takes as long as I know what's going on. So if Mashifaren doesn't even post in the thread for the next week or something, we should act.

---

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Mashirafen** on **December 28, 2008, 06:57:52 pm**

---

Sorry guys, I've been busy with Christmas stuff and visiting family and things and I've barely had a chance to even touch the PC for the past few days. I'll get some updates done tomorrow, and I should be able to find the time among the other things I need to be doing to finish my turn by the end of next week.

---

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Christes** on **December 28, 2008, 08:44:57 pm**

---

family is more important than Halltraded?!? WHAT?

xD

We understand.

---

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Bluerobin** on **December 28, 2008, 10:32:53 pm**

---

Yeah I'm pretty lucky (in a way) that my current Christmas situation is basically just hanging out with parents and my brother, so video games fit in quite nicely (especially with the brother). I used to do the big extended family thing so I totally understand. Thanks for the heads up!

---

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Glacies** on **December 29, 2008, 12:28:39 pm**

---

add me to the list. PM me on my turn.

---

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Mashirafen** on **December 30, 2008, 01:56:39 pm**

---

Argh.

Turns out I underestimated how much stuff I had to do. Sorry.

I WILL do something tomorrow. Promise.

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Bralbaard** on **December 30, 2008, 02:35:06 pm**

Quote from: Glacies on December 29, 2008, 12:28:39 pm

add me to the list.

done

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Heron TSG** on **December 30, 2008, 11:30:14 pm**

Sign me up if you don't think the dwarves mind having a ruler who has never even seen a live goblin. or the end of the 2nd year.

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Christes** on **December 31, 2008, 01:14:03 am**

sounds perfect!

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **BlakeKoris** on **December 31, 2008, 01:27:20 am**

Dear lord, I fear what I'll have to do around the fort.

...

Yeah, don't be surprised if everyone dies due to a Magma-based accident.

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Bralbaard** on **December 31, 2008, 07:01:51 am**

Quote from: Barbarossa the Seal God on December 30, 2008, 11:30:14 pm

Sign me up if you don't think the dwarves mind having a ruler who has never even seen a live goblin. or the end of the 2nd year.

You're hired!

And don't worry, what could possibly go wrong ::)?

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Mashirafen** on **December 31, 2008, 11:18:18 am**

I'm playing but for the time being nothing's happening. =P  
For future reference, when the humans and dwarves come what should I /shouldn't I be trading?

And this is why we should never appoint another captain of the guard:

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Heron TSG** on **December 31, 2008, 12:07:40 pm**

well, nothing can go wrong if i decide to make "the great wall of halltraded!" after my rule, we will have an above-ground tree farm! ;D (possibly?)

EDIT: just realized there is no way to grow new trees. hmm... maybe the walled area will house a cathedral named frank!

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Mashirafen** on **December 31, 2008, 08:05:24 pm**

Mashirafen smiled. Everything was going according to plan. Maggarg and the other miners were working on the exploratory mining project, the masons were working on his great project, and the soldiers were training in the barracks. Some new archery targets were being built for the marksdwarves, who for some reason refused to use the ones near where the other dwarves sparred, to train with. Earlier that day they had struck rock crystal while digging out some tombs and he had ordered a glass furnace built in the forge area to use it.

As he was wondering where to go from here, he noticed Higar walking toward him.  
'Well Mister Overseer, nice to see yeh've got everything under control after yer...not so perfect start...Ah thought yeh might like ter know, we've seen the human traders comin' from the south. Might want ter move some goods ter the trade depot.' Higar walked away before Mashirafen could say anything.  
What was he supposed to trade? When the elves had come the goblins had attacked before he'd got around to that. Oh well. He'd just have to see what he could find.

(meant to make this longer but was interrupted for new year's celebrations, sorry)

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Christes** on **December 31, 2008, 08:33:37 pm**

Quote from: Mashirafen on December 31, 2008, 08:05:24 pm

Earlier that day they had struck rock crystal while digging out some tombs and he had ordered a glass furnace built in the forge area to use it.

Awesome!

Quote

What was he supposed to trade? When the elves had come the goblins had attacked before he'd got around to that. Oh well. He'd just have to see what he could find.

Is Mash going to trade? Cool, but then what is Higar doing? I think I disabled all labors on him. :P

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**

Post by: **Mashirafen** on **December 31, 2008, 08:57:08 pm**

Oh whoops, forgot that Higar was the trader. =P



Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Heron TSG** on **January 02, 2009, 12:04:14 pm**

new idea... the dwarven calendar! it'll require cooperation from every body, but here it goes. (note- got the idea while exploration-mining!)

the miners hollow out a huge area, leaving 2x2 squares spaced evenly throughout. after this is done, have a good engraver smooth the whole thing. for every season, tell the best engraver in the whole fort to engrave one of the squares, left to right, top row to bottom. The part that would require cooperation would be that everyone would have to remember to keep engraving. also, if we add wall-alcoves, people could be buried in there and have some pretty epic engravings for their tombs.

(PS: bump)

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Bralbaard** on **January 05, 2009, 11:42:36 am**

So, is there any news?

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **BlakeKoris** on **January 05, 2009, 05:19:54 pm**

Could be a big update. Give Mash a bit, I'm sure he'll respond soon.

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Maggarg - Eater of chicke** on **January 06, 2009, 02:42:32 pm**

A HUEGG update?

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Keldor** on **January 07, 2009, 12:26:24 am**

You know, when you put emphasis on a word like that, it's always helpful to spell it right.   :D

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Christes** on **January 07, 2009, 12:29:27 am**

No he's probably talking about these people:  
  
<http://www.ancestry.com/facts/Huegg-family-history.ashx>

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Heron TSG** on **January 08, 2009, 09:22:20 am**

Well, i am now in my my record-breaking third summer, and have had a whole goblin ambush of 2 squads!

I have too work on my battle tactics though, because recruiting every dwarf at once and sending them out to gangbeat 12 goblins is a little... crazy. At one point though, I had 2 champion wrestlers. unfortunately, the carp shredded them to pieces after they massacred a dozen of them. I took the 4 peasants from the next wave to train them in crossbowdwarfship, but they got massacred too.

Got the whole 'food production' thing down though!

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Bralbaard** on **January 09, 2009, 01:05:50 pm**

Ah yes, I had a parralel universe game going as well, sadly it ended due to a broken savegame. (Not DF's fault, just my computer crashing from overheating while saving)  
  
I've send Mashirafen a PM.

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Christes** on **January 09, 2009, 02:13:10 pm**

Note:  
  
Last Active:   January 02, 2009, 01:35:11 PM

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Heron TSG** on **January 10, 2009, 10:58:35 am**

It's been 10 days since he last posted, and 7 since he was last online.  
  
Do we need to revert to a previous save?

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Christes** on **January 10, 2009, 03:41:55 pm**

ugh probably :(  
  
If Mash has not posted by tomorrow, let's go back to the end of Higar's turn.   (And watch out for goblin attacks this time :P )

Title: **Re: Halltraded succession game. aah! the smell of fresh miasma..**  
Post by: **Bralbaard** on **January 11, 2009, 04:27:00 am**

I send him a PM, and an email from the forums but I'm not sure whether any of those would get through spamfilters.  
  
Anyhow I asked him to post the savegame if he's unable to continue, I'd hate to have to throw away the epicness of that goblin raid.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **January 13, 2009, 03:24:06 pm**

OK, It's been two weeks since we've heard from Mash, and he doesn't respond to email. We'll have to skip him. Sadly this will mean that the goblin raid never occurred. We'll continue from Christes last turn.

I PM'ed BlakeKoris.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 13, 2009, 05:08:17 pm**

:(  
  
Note that the gblin ambsh will likely still happen, so be careful AND DON'T SCREW UP :P

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 13, 2009, 09:28:15 pm**

Woops, almost forgot about this.  
  
I'll start the real year by tomorrow (It's 9:24 now.). I'll use tonight to figure out just what everything does, so we'll be ready for the Gobbo Siege.  
  
Please, oh PLEASE, tell me you guys left notes...  
  
Oh, and you guys don't mind if I use [ZERO\_RENT:YES], do you? I was planning on using it with the bit of story I had planned.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 14, 2009, 12:58:00 am**

The rooms seem to be working fine now, but I don't mind using [zero\_rent:yes] if there is a story-driven reason for it (and then future overseers can decide to continue it.  
  

this map

  
There are notes on all levers. For where all the production stuff is, look at the points of interest on (http://mkv25.net/dfma/map-4180-halltraded)

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 14, 2009, 07:33:24 pm**

Alright, I've been able to find my way around well enough this far, though it may take me a bit to find every lever. Note to self, make lever room.  
  
**-Diary of Aria Flukecrafted, 1st Granite, Early Spring-**  
  
Well, this is certainly interesting. Higar, the Old Leader here in Halltraded, has decided to pass control over. I didn't think much of this, until Higar himself walked over to me, and started going on and on about how last year was the beginning of a 'Golden Age', and how he needed a new Dwarf to keep it going.  
  
...Somehow, this Great Dwarf of his was me; a Competent Mason with no friends.  
  
Regardless of how crazy his plan was, I agreed. I figure, if I'm to survive here, being on top might help a bit...  
  
**-11th Granite-**  
  
Well, things have gone okay these few days, and the new rooms I had designated for myself are being prepared now, you know. I've told the miners to go dig out the vein of Galena across the river, and...wait, that's this?  
  
...Oh. Elves on the horizon. Great. Well, I've had the Depot prepared, just going to have Higar trade with them, so the pointy-eared bastards can leave.  
  
Have I mentioned that I hate Elves a bit more than Goblins? Well, I do.  
  
I don't remember reading about him, but is the "Jeweler in Training" important for much?  
  
Besides you know, Gem Cutting?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 14, 2009, 08:11:20 pm**

I give custom job titles to peasants and the like when I assign them new jobs. That way, I know who is assigned to what.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 15, 2009, 01:31:45 am**

Ah, alright. Makes things easier, I suppose.  
  
**-23rd Granite-**  
  
I've decided to have the two peasants around here join the military, as our current force of three is extremely lacking...Wait. Why is the barracks located outside, looking above the Magma Pipe? I get it, cave adaption and whatnot, but really now, that's not right. I've designated a new military area to be dug, but until then, the current barracks will be walled in a bit, for safety reasons.  
  
**-19th Slate-**  
  
Ah, No! I forgot to have the trading done! ...Ugh...  
  
Well, Mosus the Pump Operator had a girl, and things are alright. On a military note, I've began training with a sword and some armor. Knowing this fort, I'll need it.  
  
**-23rd Slate-**  
  
Huh, some migrats have arrived, coming from the north. Just in time for the new military! Our newest arrivals are as follows:

- 1 Woodcutter
- 1 Lye Maker
- 1 Miner
- 2 Jewelers/Gem Cutters/Setters
- 1 Animal Dissector
- 3 Masons
- 2 Fish Cleaners/Dissectors
- 1 Cook
- 1 Clothier
- 1 Metalcrafter
- 1 Trapper
- 1 Soap Maker
- 7 Peasants
- 1 Mule

7 of these Dwarves were drafted as soon as they arrived, and will train in wrestling. I'll need to designate more bedrooms, as this fairly large, and surprisingly NOT useless immigrant wave, has bumped up our population to 66.

Heh, maybe Higar was right when he said we were in a new age...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 15, 2009, 05:15:52 am**

I'll blame you when all the military dwarves are too busy vomiting to fight goblins. P

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 15, 2009, 04:28:26 pm**

Quote from: Christes on January 15, 2009, 05:15:52 am  
I'll blame you when all the military dwarves are too busy vomiting to fight goblins. P

I'll admit, it was a great idea, but the placing, wouldn't have helped much if a Gobbo Hammer Lord showed up and hit a Dwarf into the Magma. Or if a couple of bowmen arrived.

I'm entering Summer now, no sign of hostiles, except for the average Undead Animal, which usually is killed at the better-defended Main Gate.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 15, 2009, 04:36:53 pm**

Well, the barracks area isn't accessable from outside of the fortress. There *is* a ridge over it that I suppose goblin bowmen could shoot from but I don't think the goblin AI works that way.

If a gobbo hammerlord shows up that can propel the military dwarves around like that, I'd say we're screwed anyway. But whatever, you know what you're doing.

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **January 18, 2009, 02:42:22 am**

I think that we need to have two champion hammer dwarves and station them on a tiny platform above magma, so that we can see who has better balance! ::)

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 18, 2009, 11:24:18 pm**

Yeah, no.

I've got three different Forts to manage, so give me a bit for the next update.

Title: **Re: Halltraded succession game**  
Post by: **Haika** on **January 19, 2009, 10:28:57 pm**

That was a great read. :) finally finished the whole thing.

I'd sign up, but it would be ages before I'd be able to try, and my comp would probably blow up at the epic size of this map.

So instead, I'll request a dwarf. Haika the Marksdwarf please :)

Title: **Re: Halltraded succession game**  
Post by: **Eagle** on **January 19, 2009, 11:43:46 pm**

Been reading this, glad to see it updated again. Can i have a dwarf too please? Male, swordsdwarf, name: Eagle.

Thanks in advance.

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **January 22, 2009, 09:20:31 am**

BUUUUUUUUUUUUMP!!!

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 23, 2009, 04:53:16 pm**

Sorry, I've been fairly busy this week.

I'll have the next bit up in an hour or so.

Oh, and for those who want names, you'll get them.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 25, 2009, 08:00:17 pm**



By "hour", I meant "weekend".

-14th Hematite-

...Well, looks like I was wrong. A few Goblins showed up behind the Caravan. Now, I've got to say, these Humans were quite lucky, as the Caravan Guards arrived just in time to save one of the merchants. Whew!

(OOC Note: I turned forbid on death back on. Too many deaths could be caused by it being off.)

-16th Hematite-

As I walked around the residential areas, I noticed something that quite frankly, saddened and angered me. Higar, my predecessor, and the Dwarf that brought us into this Golden Age after the Year of Death, was living in an apartment that was essentially a hole in the wall with a bed.

Higar has a wife and child, so my being flustered is justified. You know what, I'm going to the Mayor, to see if I can fix this...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 25, 2009, 09:07:04 pm**

I sense a dwarven commune coming!

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **January 26, 2009, 12:46:26 am**

I sense an immense (hehe, rhyme!) apartment complex being built. or maybe that's indigestion.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 26, 2009, 11:50:39 pm**

Really? Because I sense Rebellion. As well as Apartment Complexes.

If only I could FIND SOME SPACE ARGH.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 27, 2009, 04:28:45 pm**

I'm signing up for this, even though it'll take a while before it becomes my turn.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **January 28, 2009, 03:55:50 pm**

I hope I feel an update.

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **January 31, 2009, 11:09:34 am**

bump!

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **January 31, 2009, 11:46:49 am**

pmub

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 03, 2009, 05:33:07 pm**

Got anything, Bladekoris?

You ready for your second go if Bladekoris falls through, Keldor?

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **February 03, 2009, 10:30:35 pm**

I'm ready as I'll ever be. Can one ever be truly ready for Halltraded?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 03, 2009, 11:02:54 pm**

Well it isn't half bad these days...

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **February 04, 2009, 12:33:33 pm**

Assuming you don't have nostrils.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 04, 2009, 02:59:18 pm**

Oops, thought I'd updated recently. guess not.

-18th Hematite-

A Goblin Snatcher showed up today, freaked out a few people, and ran off. Nothing much, that was all.

However, I did get a chance to meet with Mayor Kadol, at which point he told me something quite...aggravating. Turns out, he's annoyed at this too, but ever since the Baroness arrived, she's been in control. Even worse, her Entoraugé is in the palm of her hand, and keeps everyone else in line.

Her Consort makes friends, and gives people the idea that the Baroness is a Damn Saint, and gets most of the more loyal Dwarves on

her side. Anyone who shows distaste for her, gets Double, even Triple taxes. anyone who doesn't pay, or can't pay, has the Hammerer on their tail. Turns out Higar got into a little argument with our Bitch Noble, and has paid the price, literally.

I had to leave after that, but Kadol told me to meet him in a few days, to discuss what we could do about this. I agreed with that, and left. I saw the Tax Collecor nearby, so I'll have to be on my guard for a while...

-20th Hematite-

The Tax Collector had mandated the construction of a Shield. Just one. I don't know what he wants with it, but I had the carpenter make one anyway.

-23rd Hematite-

Another Snatcher. Nothing much---Wait, WHAT?! A FUCKING DRAGON?!



Okay Aria, you can do this...Don't worry, just stay calm, and keep us alive...We'll be fine, if you just stay calm...

Screw this. EVERYONE, INSIDE NOW!

Title: **Re: Halltraded succession game**  
Post by: **The V Man** on **February 05, 2009, 11:47:32 am**

\*Dramatic chord\*

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 05, 2009, 01:44:34 pm**

Interesting...

I added (name here) to the list.

Title: **Re: Halltraded succession game**  
Post by: **gumball135** on **February 06, 2009, 04:58:31 pm**

Hey, can I sign up? I doubt I'll ever get a turn, but oh well.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **February 07, 2009, 05:06:42 am**

Quote from: gumball135 on February 06, 2009, 04:58:31 pm  
Hey, can I sign up? I doubt I'll ever get a turn, but oh well.

This man shows all the optimism required of a ruler of halltraded.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 08, 2009, 08:08:58 am**

Agreed. I'll sign him up.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 10, 2009, 02:11:31 pm**

Any news yet?

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **February 10, 2009, 02:16:00 pm**

Been 6 days.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 10, 2009, 03:35:39 pm**

It's been a month. That's half of how long Keldor took. :P

We should have some blanket policy regarding this sort of thing.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 11, 2009, 09:29:50 pm**

Everyone keeps dying somehow.

EVERYONE DIES IN FIRE. TRYING TO STOP IT. OH GOD, THE FIRE.

Give me an hour or so.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 11, 2009, 09:36:45 pm**

The dragon, I assume?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 12, 2009, 03:40:39 pm**

Quote from: BlakeKoris on February 11, 2009, 09:29:50 pm  
Everyone keeps dying somehow.

Don't worry.  
This is not unusual, it's Halltraded after all.

But seriously, I'm looking forward to a more detailed description of this 'event'.  
Can we send in the reclaim crew yet?

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **February 13, 2009, 11:32:41 am**

Try to lock up one or two survivors down in the deeper reaches of the fort. I have the most wonderful idea for my turn....

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **February 13, 2009, 01:06:39 pm**

I suspect that by the time I get it it'll be tantrum season again.

Title: **Re: Halltraded succession game**  
Post by: **Solarn** on **February 13, 2009, 04:48:40 pm**

If the fortress of Halltraded still exists by that time, I would like to have a turn as overseer.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 13, 2009, 05:22:29 pm**

Quote from: Keldor on February 13, 2009, 11:32:41 am  
Try to lock up one or two survivors down in the deeper reaches of the fort. I have the most wonderful idea for my turn....

If you do this, make sure they're legendary.

Title: **Re: Halltraded succession game**  
Post by: **Eagle** on **February 13, 2009, 05:35:41 pm**

And that they're locked up in a legendary dining room.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **February 13, 2009, 11:12:09 pm**

By one or two survivors I really mean all the remaining population of the fort. Lots of bonus points if I get migrants.....

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 14, 2009, 06:50:22 pm**

I'd prefer to not let this happen in a way that renders the upper levels un-reclaimable, so I'll just post the more...Comical endings.

(This is where things begin to go wrong. Take 1:)

-24th Hematite-

Everyone's running inside, but that Dragon's moving fast. Fast enough that I'm worried. Oh, this is not good...

-25th Hematite-

...Oh wow.

Alright, turns out this was nothing to worry about. Only one death, only three burning Humans, and the Dragon's been caged up. Not too bad, If I say so myself.

-28th Hematite-

I don't know what happened! I guess some booze got lit on fire or something, but everyone's dying! I'm staying in the lover levels for now, but in 3 days, 20 have died, including Kadol and the Baroness...

Oh god, what have I done..?

=BAD END: ALL BURN=

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 14, 2009, 06:54:47 pm**

LOL the dwarven fire storm.

Note that the upper levels won't be unclaimable. You just have to let them burn out.

Yes, that can take a while. Or better yet, just turn the water tower on and let it flood everything.



Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 14, 2009, 07:12:18 pm**

...I should have thought of that and saved before my computer froze.

Even though we could have survived that. Most of the population was still underground. Oh well.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **February 15, 2009, 05:11:27 am**

Am I dead yet?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 15, 2009, 06:26:11 am**

Quote from: BlakeKoris on February 14, 2009, 06:50:22 pm

I'd prefer to not let this happen in a way that renders the upper levels un-reclaimable, so I'll just post the more...Comical endings.

(This is where things begin to go wrong. Take 1:)

So if I understand correctly you're savescumming to get past this?

We've discussed difficult situations like this before, and most people agreed that in case of an 'extinction event' or other adversities, we would just let it happen and reclaim. So don't worry too much if it ends badly. people are eager to get the savegame by now.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 15, 2009, 06:57:25 pm**

Yes it would be extremely fitting to be completely annihilated after the year of peaceful, non-rioting.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **February 16, 2009, 09:20:33 am**

Someone must build a boat after this.  
"Like Boatmurdered, only with real boats!"

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 16, 2009, 01:14:30 pm**

Was thinking of savescumming, but a comp crash prevented that.

Chaos time.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 16, 2009, 02:29:02 pm**

-24th Hematite-

Everyone's coming inside, I hpoe the Caravan Guards can take care of the thing...

-25th Hematite-

Most of us are inside, but a Pikeman ventured out to fight the damn Dragon.

Hope he's lucky....

-26th Hematite-

...Guess not. Yeah, that Pikeman's nothing more than a burning corpse now. The rest of the Guard went out, but I don't think they'll do much.

Our Soldiers are coming in. Now.

-27th Hematite-

As the Dragon ravages outside, a Bone Carver has entered a mood. He's taken a Craftsdwarves Workshop.

ACK! IT'S AT THE GATE! IT SPAT FIRE AT THE DEPOT NOOOO.  
Three of Kadol's Masterpieces has been lost to the flames. I'm forbidding all the items in there. Hopefully the won't go for the...OH FUCK.

NOT THE BOOOOZE!

-28th Hematite-

The Booze in the Depot is exploding. The Dragon's been captured. Humans are on fire. The Bone Carver has begun the construction. A Donkey has bled to death. Two other animals have died in the heat. I fear for our lives.

-29th Hematite-

Turtle Shell leggings. The result of the mood. Stuff's still burning. Piling refuse outside, for some reason. Dear lord.

-3rd Malachite-

Oh god, I thought the fire had stopped! Ack--a Jewler and a Gem Cutter got lit on fire, I'm sending them down into some water to dry off. I'm also getting rid of the refuse stockpile. Now.

-3rd Malachite-

NO. NO. NOOOOO. WHY ARE THOSE THREE ON FIRE? Fuck, get in the pool! The first two have died, I have hope for the other three though...

NO! HIGAR'S DEAD! FUCKING HELL, THE ONE PERSON HERE I COULD TRUST FOR HELP...and he's dead....No....

-4th Malachite-

Quarintine. Anyone outside now, is staying out until this is over. We're hoping the burning bodies are just going to burn out and not light up anyone else. I'm turning on the water tower, this should help a bit.

-9th Malachite-

What!? NO!

...Fucking GREAT. After Higar died, I ended up the resident Broker. They mistook what I said, and the Hammerer thought I became Captain of the Guard. He killed Kadol, then blamed it on me. I'm covered in his blood, as I had just gone to talk with him...

Damn those Nobles...This is ALL THEIR FAULT.

Looks like we need a new mayor now too...

-12th Malachite-

Why...WHY AM I BEATING DWARVES?

I-I've been witnessed beating those listed as "criminals", though I have no such memories...

THE BARONESS. IT HAS TO BE HER. That bitch has been running around pretending to be me, beating innocent dwarves!

Well, I've got a surprise for her, and all of her noble friends...

(We're down to 50 Dwarves, with 4 more set to die by next month. Fires JUST stopped.)

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 16, 2009, 03:00:48 pm**

This, my friends, is why Higar had his own tomb made in advance.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 16, 2009, 03:25:39 pm**

...That reminds me. I need to make Aria a Tomb.

Eh, I'll put it in the Overlord Suite (You'll see.)

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 17, 2009, 01:54:47 pm**

Mass slaughter, dwarves burning alive, beatings and on top of that, the booze just exploded. This must do wonders for the morale of our dwarves. ;D

I added solarn to the list.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **February 18, 2009, 05:10:14 am**

If I'm still alive I'll laugh.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 21, 2009, 06:10:34 pm**

Quote from: Christes on February 10, 2009, 03:35:39 pm

We should have some blanket policy regarding this sort of thing.

seems like it's only summer in Blakekoris' game. We're going to have to put some kind of deadline on this or it will take forever. could you finish your turn within two weeks from this post blakekoris? (preferably earlier). If you are unable to do so it's no big problem, just pass along your latest savegame so the next person can continue.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 22, 2009, 10:53:14 pm**

Yeah, I should be able to get it done by then.

Faster than that if more Dwarves end up dying.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 25, 2009, 02:56:23 pm**

So...

Anything?

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 27, 2009, 07:33:51 pm**

-21st Malachite-

Things are going well, though the

Nobles are still living. I've also drawn

up plans for a bunker, linked to my

quarters. Once complete, if anything

happens, myself and 20 dwarves can hide

out, until we can reclaim the upper

levels.

-25th Malachite-

As it appears the Carpenters are having a bit of a hard time making the spikes quickly, I've commenced constuction of the bunker.

-27th Malachite-

Migrants refuse to come here. Honestly, I don't blame them. If I could, I'd get my ass out of here now.

But since I can't, I'll just have to make the best of things, I suppose...

-1st Galena-

The Baroness wants bracelets. I told her to fuck off, and to tell her friends that, save for the Dungeon Master, they were going to be killed, one way or another.

-21st Galena-

Progress on both fronts is going slowly, but as it turns out, Meng the stoneworker had a son. It's a shame that he may not live to the end of the year.

-13th Limestone-

An Ambush!? Fuck! I've deployed the military, they should be able to take care of it.

-14th Limestone-

And the Dwarven caravan has arrived. For some reason, their wagons won't reach the new depot. Oh well, we'll still trade with them.

-16th Limestone-

Another Ambush? Do the Goblins not think we're good enough for true seiges anymore? Oh well, same procedure. Squad 2, move out.

-18th Limestone-

And a 3rd ambush. with at least half of our military either resting or asleep. Perfect. ...And Geshud's dead. Idiot shouldn't have run out on his own...

-19th Limestone-

I love Bim, he so fucking awesome. Not only did he run out to avenge Geshud, he knocked a goblin off a ledge, straight into the magma pipe. He's taking our all of the invaders like they're nothing more than flies! Fuck Yeah!

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **February 27, 2009, 07:38:16 pm**

hooray for an update ;D

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 27, 2009, 09:14:07 pm**

Yay update, and:  
  
BladeKoris, are you perchance writing your entries out in notepad before posting them? It looks like it to me given the line spacing. If so, disabling word wrap before you post makes it look a lot better.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 28, 2009, 01:18:32 pm**

Ah, I suppose you're right. I'll start doing that next update.  
  
Remember the bunker later on, since it can hold 21 out of our 50 dwarves.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 03, 2009, 02:45:03 pm**

Tic Toc  
  
4 days to go.



Toc Tic Toc....

I'm on the last leg, should have the final update put up tonight or early tomorrow morning.

-22nd Limestone-

As progress on everything is going quite slow, I had to decree this WITHOUT the current "Rulers" dead:

Aria walked up to the unfinished roof/statue garden of what would soon be a greenhouse for the bunker. Dwarves were working hard, but a few had taken the time to walk out to hear the speech, including the nobles Aria hated so. She began.

"I have seen firsthand what the Baroness has done to the good, hardworking dwarves in this fortress, even just in this year. And to tell you the truth, my friends, I'm fucking sick of it. Which is why, as you may have heard, I am taking control. From this point forward, I, Aria Flukecrafted, am the new...Overlord of Halltraded."

Dwarves all over the fortress stopped in their tracks at this news. Some were scared, some were excited, and some, well, some just didn't give a damn. Halltraded was enough of a hell already, why not let this Aria chick try something new? The Baroness cringed in fear.

Aria could feel the tension in the air, and continued. "Now, this may worry you, but believe me when I say there's no problem for you all. In fact, my first law is a simple one; Housing is now free for all citizens." The dwarves cheered.

-25th Limestone-

Now that rooms are officially free to rent, It's time I moved into my suite. Noting wrong with the old room, but I think I need a bit more space. You know.

-1st Sandstone-

A few things happened today. First off, we finally traded with the caravan, getting some gems and a good amount of food. Second, I've finally become a legendary Mason. Took long enough, now I needn't worry about the economy. Not like I had much to worry about anyway, but still.

-9th Sandstone-

The Fish cleaner Mebil has withdrawn from society, and has run off to the workshops. Hopefully, she'll stay alive. A new artifact can't be too bad, right?

-10th Limestone-

Mebil has taken a crafts shop. Alright, no problem. On other fronts, my Tomb is slowly being finished, and the rest of the bunker is taking even longer. Workshops should be done soon, though.

-12th Sandstone-

Mebil's begun. Fearing that I might not be able to finish everything in time, I've left notes for what the Bunker needs done before it's finished.

Hopefully, we won't need it for a while.

-16th Sandstone-

New Idol get! Felsite, Silk, Shell, and Gems. Soon as we've got an alright broker again, we can see how much it's worth.

-17th Sandstone-

64800. Nice. Oh yeah, Zekrish is now Broker, so we have finer details now.

Also, that bitch Baroness is going into the death chambers, wth her friends going along soon. Yes!

-19th Sandstone-

So it turns out the Baroness isn't dying anytime soon. The Spikes activate to quickly. So, I just crammed all of the Nobles I wanted dead into the same room. They'll be dead soon enough. I do feel bad about the Baroness' kid though. She's so young.

-21st Sandstone-

Oh wow! I told the Baroness to pull the lever to unlock the door. She's killed the Hammerer, and her Consort and the Tax Collector are just about dead. Sweet.

-23rd Sandstone-

The Bitch has killed two of her friends, and has mortally wounded her husband, and is fucking fine. What?

Oh yes, she'll be starving to death. I suppose I could adopt her daughter. I've no problem with her.

-3rd Timber-

The consort's gone melancholy. Hearing this, I've actually taken pity on the poor Baroness. I've built her a small room, and placed some food there. That should keep them alive, for the moment.

-6th Timber-

Huh? Migrants!? Fuck yes, you are the best 6th Timber ever! We've gotten a good few dwarves, all useful. We're now 53 strong. (Not counting Baroness/Consort)

-1st Moonstone-

The Consort is dead, put out of his misery by his wife, in front of their only daughter's eyes, in a room filled with death and miasma.

Sad, truly. I almost feel bad about it.

WHAT HAVE YOU DONE?

Heh, well let's hope you get everything together and finish on time :P

And Keldor, please be fast too.

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Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 07, 2009, 01:52:36 am**

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-6th Moonstone-

I....I've decided to let the Baroness and her Daughter out, before they both died. Walking past, hearing their cries as they walked the bone-filled room, with only thier dead Family Member as company, just...well, it just made me feel horrible. True, the Baroness has been quite a pain, but...I just can't let myself be the cause of yet another death.

I'm still keeping my title, though.

-13th Moonstone-

The Baroness is throwing a tantrum, which doesn't surprise me. I'll let her, since she does have a great reason, having been trapped, causing the deaths of her husband as well as her friends(?), and being starved and dehydrated.

-14th Moonstone-

Oh DAMMIT ALL TO HELL. We're under seige. 3 squads, as far as I can see, two Hammerlords and an Elite Crossbowman leading. Civilians have been ordered inside, The Military's being mobilized as I write, and I really hope nothing goes wrong this time.

....Oh CRAP. That's what I was going to do! I forgot about forging weapons, damn it! Hope we can hold out for a bit...

-17th Moonstone-

Dammit, one squad made it to the gate, and the traps appear to be clogged. It's mostly Swordsmen and Wrestlers, so I'm sending out Bim and one of the squads.

Wait, no, they're all coming in now. Everybody out, no matter what you've got. Sorry about that one.

-18th Moonstone-

Aaaand The Baroness has gone melancholy on us, much like her Husband. Not cool, even If it was my fault.

-20th Moonstone-

Seige is over, most attempts to flee via the brige/dam were met with painful deaths. Awesome.

Time for cleanup.

-16th Opal-

The Mason Dodok, has withdrawn from society. New Artifact, here we come.

Yeah yeah, he took a Mason's shop. Hurry up.

-17th Opal-

Dodok's begun, and we've got racoons coming.

zombie racoons.

-19th Opal-

Racoons are dead, and things are going slow. Not

much, just basics.

-22nd Opal-

Dodok's done, and we've now got a Casserite

Millstone. It relates to Zasit Wahedrun's acension to

leadership in the year 1. Awesome. Worth 6000 though,

not too shabby.

-27th Opal-

Just as Kumil, the Baroness' Daughter has become

a child, the Baroness herself is likely about to die.

That said, I'll be taking care of Kumil personally, if

not just because I caused her so much pain. I'm having a suite dug for her, right next to mine.

Oh, and we're taming the dragon. This could turn

out not well.

-11th Obsidian-

Well, it's finally happened. Lolor, the Baroness, has starved to death. Her legacy has been left, and her daughter is now in my care.

May her tortured soul rest in peace.

-18th Obsidian-

Kumil's tantruming. I won't stop her, she's had enough to deal with in the past year.

-20th Obsidian-

Kumil's stopped, and I've got 8 days left. Now's probably a good time to list what needs to be done. I've left Notes in the Bunker, just follow the instructions.

To do list - 308:

- Rebuild entrance (Wagons can't access anymore.)
- Finish digging out/furnishing Bunker
- Set up security for Bunker (Attempting, may not finish.)
- Train a few new soldiers (a few got wounded in the last few battles, not many left active.)
- Dig a few (read: a lot of) new graves
- Prepare for inevitable Armageddon (Titan, Ultra-Seige, etc)

-28th Obsidian-

Over the past few days, I've been thinking. Honestly, I think I'll just sit back, relax, and keep a weak hold over the fort. Afterall, I do have to keep Kumil alive, for her Parent's sake.

That said, if needed, I'll be ready to get back into the control room and get these dwarves in gear. Until then, I'm just going to kick back and relax. Maybe take up the sword, you know?

Anyway, I leave this fort to the next in charge, and leave this journal in the library until needed again. This is Aria Flukecrafted's final entry for 307.

See you next time, if you can survive...

=After Year Notes=

Just keep things going. That's it. If you can keep them fed, and at least somewhat defended, you'll be fine, assuming you get no accidents. As I said two entries up, your first goals should be:

- Rebuild entrance (Wagons can't access anymore.)
- Finish digging out/furnishing Bunker
- Set up security for Bunker (Attempting, may not finish.)
- Train a few new soldiers (a few got wounded in the last few battles, not many left active.)
- Dig a few (read: a lot of) new graves

Like I said, notes in the bunker, just follow, it'll work. Leave security for later, I'll get it next go-round. Everyone besides Kumil is nice and happy, and we've got enough food and such. If you can train a few more soldiers, we'll be fine until he other heal.

This is Blake, outta here for now. Save will come in the morning.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 07, 2009, 02:13:30 am**

Upload to the DFMA?

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 07, 2009, 05:11:58 am**

Alright! It's finally my turn! This is going to be fun... \*rubs hands\*

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **March 07, 2009, 06:34:08 am**

You're probably still making graves from my disastrous glorious failure reign.



Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 07, 2009, 12:32:49 pm**

Quote from: Maggarg - Eater of chicke on March 07, 2009, 06:34:08 am  
You're probably still making graves from my ~~disast~~reous glorious ~~failiure~~ reign.

Actually, graves were only needed for our little Dragon Purge. They were set to make more, so we had a ton extra.

Oh, save is here (<http://dffd.wimbli.com/file.php?id=879>). Map, might take a bit longer, since I've gotta go out.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 08, 2009, 02:53:41 am**

Here's the map (<http://www.mkv25.net/dfma/map-4947-halltraded>). This will be fun, oh yes.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **March 08, 2009, 10:43:21 am**

is Maggarg the dwarf still alive?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 08, 2009, 02:02:18 pm**

And don't forget to deal with the free rent issue. Either set it to free rent or don't, but either way try to justify it :P

Edit: Here is the fate of all former leaders so far:

Bralbaard -Dead  
Christes -Dead  
Keldor -Dead  
NtheGreat (Kadol Lisidnil?) -Dead  
Maggarg -Alive  
Zekris -Alive  
Christes (Higar) -Dead  
Blakekoris (Aria?) -Alive

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 08, 2009, 09:56:36 pm**

Oh, could you sign me up for another go? I'd like to see how things turned out a few years after the first Overlord's reign.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 09, 2009, 07:09:32 am**

*The events of 1st Granite, 308*

Endok Liketdural, Inkyhonor in the old tongue, or as his friends called him, "Inky", paused for breath as he reached the fortress door, the rat corpse he was disposing of hanging limply at his side. With the election for the seat of Mayor ongoing, Inky was sparing no effort in appearing a hard working member of the fort, doing even the most unpleasant jobs without complaint, especially those that took him through through the most populated areas of the fort - the dining hall and the kitchens.

It was there that he had come across the rat, a victim of one of the fortress cats, stuffed into a corner out of the way, and beginning to smell. Inky had been helping haul barrels of ale to the dwarves in the dining hall, but, upon seeing the rat, gingerly picked it up, commenting loudly about how every dwarf, most especially those in positions of leadership, must do their part to keep the fortress clean and neat, no matter how unpleasant the task may be.

So it was that as Inky fumbled with the door latch, pondering to himsely how far over the wall he might sling the carcass, that a voice from behind hailed him.

"Ah, Endok! There ye are!"

Inky turned at the voice, his most congenial smile breaking through his beard, "Well hello! Aria, is it? It be good to see you!" He set down the rat and hastily wiped his hand on his beard before offering it to Aria.

Declining the handshake, Aria spoke, "Yes, well, it would seem that the dwarves of Halltraded have spoken, and while you may not be *my* choice of Mayor, the tally of the votes cast thus far makes it quite clear that you are *theirs*. As previous leader, it falls to me to officially welcome you to your new office. So, congratulations. May you lead this place better than some others I might mention."



"Thank you," Inky beamed, "come now, don't look so dour. Let me buy you something to drink."

Somewhat mollified, as any dwarf would be at the offer of a free drink, Aria followed Inky down toward the dining hall, leaving the rat forgotten in the doorway.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **March 09, 2009, 01:18:24 pm**

Quote from: BlakeKoris on March 08, 2009, 09:56:36 pm  
Oh, could you sign me up for another go? I'd like to see how things turned out a few years after the first Overlord's reign.

I signed you up for a second year. Just try to finish your next turn a bit faster than your last one :-)

In other news, I'll be traveling for work, and won't be back before monday.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 11, 2009, 03:04:44 am**

Later that evening...



Inky stood before the assembled dwarves. A great many had shown up to hear his acceptance speech, half a dozen at least! Seeing this awesome (by dwarven standards) crowd gave Inky heart as he prepared to speak the speech that he had been preparing for so long.

"Dwarves of Halltraded!" Inky looked around at the small assembly, "Thank you, thank you," his gaze met with each dwarf in turn, "Thank you, thank you, thank you," from the children running about, "Thank you," to the sour Maggarg standing in a corner drinking wine straight from the barrel, "Thank you!"

"My friends, it has been a long two months since our last Mayor died, but with your straightforward courage and strength, Halltraded has thrived. Why, just the other day I was privileged to meet a fine dwarf-"

Inky was interrupted by a loud snort from Maggarg, "Get on with it, before I grow even older!"

"Oh, right," Inky coughed, "My friends, we have come through many hardships to get to where we are today, few of which were helped by the ineptitude of the previous administration. But fear not, for change is coming to Halltraded!"

A few dwarves clapped, even going so far as to set down their mugs to be able to do so with both hands.

"My friends, I speak to the children, whose parents were brutally murdered, to the brave champions, injured in defending our fine homeland, who lie forgotten in their beds, slowly withering away while many of us revel in the peace they brought to us. Many of these things could have been prevented, had the previous administration acted with wisdom and decisiveness to combat these problems that effect all of us. But have faith, my friends, for together, we can bring about change!"

A smattering of cheers rang through the room, although Maggarg's corner was, perhaps, eerily silent but for the old dwarf's slurping.

"We can, and we will bring change to Halltraded, for we shall recognize our true enemies, and defeat them! My friends, these enemies are not the elves, they are not the pitiful kobolds, or even the dastardly goblins! Nor, even, do our true enemies walk among us, being nobles or those dissatisfied with the previous administration. Nay, my friends, our true enemy lies above us. It is the hateful glare of the sun, withering animal and plant alike, until naught but skeletons remain! It is the frail, crumbling soil, unable to hold but the barest of dwarven workmanship! It is the foul river, poisoning us with the curse of sobriety! In short, my friends, it is the surface world that is our true enemy!

"But even if we cannot blot out the sun, or harden the soil, we ourselves may change! We may fortify ourselves in our magnificent fort, we may drill here, drill now, deep into the stone, where we may live our lives peacefully. We may simply leave the foul surface behind, for we have everything we shall even need deep in the stone!

"And so we shall, my friends! We shall forever leave the curse of the sun! Change will come to Halltraded! And now, I bid you all good night!"

Cheers erupted from all corners of the room, including this time even Maggarg's corner, though this was, perhaps, simply because the speech was finally over. Still, one thing was for sure as Inky exited the room. Things in Halltraded would never be quite the same.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 11, 2009, 03:59:21 am**

Oh dear, this will be interesting.

Quote from: Inky on March 11, 2009, 03:04:44 am

"My friends, ... My friends, ... My friends, ... My friends, ... my friends, ... my friends!"

Judging by that, would this be a portrait of Inky?

Spoiler (click to show/hide)



Yes, I deserve something bad for that.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 11, 2009, 06:00:09 am**

Quote from: Christes on March 11, 2009, 03:59:21 am

Oh dear, this will be interesting.

Quote from: Inky on March 11, 2009, 03:04:44 am

"My friends, ... My friends, ... My friends, ... My friends, ... my friends, ... my friends!"

Judging by that, would this be a portrait of Inky?

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Yes, I deserve something bad for that.

I take it you didn't see all the "change is coming" and "previous administration" (And the string of "thank you"s for that matter)? I tried to get both in there. ;D

[EDIT]  
Doh! I forgot to add a couple "Yes we can"s. Ah well, I'll get it in the next speech XD

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **March 11, 2009, 07:05:46 am**

Back in the day, when Halltraded started, I estimated -conservatively- that my turn wouldn't roll around until february . ;D  
  
When it finally does, the first thing we're gonna do is kill anyone who refers to strangers as 'friend'. And all the fish.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 11, 2009, 01:25:07 pm**

Quote from: Keldor on March 11, 2009, 06:00:09 am

Quote from: Christes on March 11, 2009, 03:59:21 am

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[Spoiler](#) (click to show/hide)



Yes, I deserve something bad for that.

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[EDIT]  
Doh! I forgot to add a couple "Yes we can"s. Ah well, I'll get it in the next speech XD

I noticed change, but the other stuff isn't specifically Obama in the way that "my friends" is McCain. But whatever, let's get on with this underground arrangement.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **March 11, 2009, 01:31:37 pm**

This Maggarg isn't perhaps as aged as Maggarg the Elder.  
She's still a grumpy old bag, I expect, especially since Christes died.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 11, 2009, 11:12:59 pm**



Aria:

"...He'd better not be talking about me. I don't care for this, but whatever. Come along Kumil, we've got work to do. I suppose."

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 14, 2009, 03:21:34 pm**

Maggarg stormed up to Inky's office. "I'm sick of it!" she bellowed, "puddles on the floor! Water dripping from the ceiling! Who's brilliant idea was it to dig the bunker right under the river?!"

Digging designation cancelled: damp stone located. x4  
Bim Ishlumkulet Irolikal itdùn. FD leader is more experienced.  
Tun Udargoden. Champion is more experienced.  
Digging designation cancelled: damp stone located. x49  
Endok Likotdural. Mayor has altered the prices of goods.  
Digging designation cancelled: damp stone located.

Inky looked up sagely, the very picture of calmness and wisdom, "I fear that that was yet another of the blunders of the previous administration. It is unfortunate that we don't have the time to redesign it. The bunker *must* be completed, for it shall surely be our salvation from the ravages of the surface."

Maggarg merely snorted. "That's it! I'm going to go work in the forges, ye can have some other dwarf dig out the muck!"

With that, she stormed off, leaving a frustrated Mayor in her wake.

'Maggarg' Artobineth. Former leader Forge Iron battle axe

[OOC] Looks like Maggarg may have an axe to grind with the Mayor![/OOC]

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **March 14, 2009, 09:24:16 pm**

when I get this, we will have a magmaproof airtight self-sustaining bunker to hide people in.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 14, 2009, 09:33:37 pm**

Quote from: Barbarossa the Seal God on March 14, 2009, 09:24:16 pm  
when I get this, we will have a magmaproof airtight self-sustaining bunker to hide people in.

Just surround the underground bunker with a cube of magma...

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 16, 2009, 03:21:35 am**

Yeah, sorry about that whole under the river thing. I hadn't noticed until the digging began, and by that point, it was to late to relocate.

Oh well, just blame post-dragon stress.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 17, 2009, 12:53:01 pm**

Hehe, mostly I was enjoying the chance to have Inky poke fun of the previous administration. Though to tell the truth, this is Halltraded. There is *plenty* of blame to go around as far as previous administrations are concerned...

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 17, 2009, 01:54:33 pm**

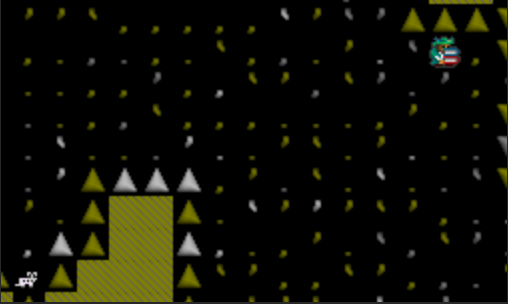
A week dragged by at Halltraded, interrupted only by the continual complaints of the miners about the dampness of the mining work in the bunker. It was perhaps then no surprise that when Solon Daubglazed, the woodcutter, barged into Inky's bedroom with urgent news that Inky's first response was to roll back over, muttering "dig it out anyway, 'm'shleepin'."

Solon looked surprised. "Huh? But- it's not that! There's a skeletal fox outside chasing Aria around! Where's the military?? They must come quick!"

Spring has arrived!  
Endok Likotdural. Mayor has changed the guild wages.  
'Aria' Ometrigòth has created a masterpiece!  
Digging designation cancelled: damp stone located. x4  
Bim Ishlumkulet Irolikal itdùn. FD leader is more experienced.  
Tun Udargoden. Champion is more experienced.  
Digging designation cancelled: damp stone located. x49  
Endok Likotdural. Mayor has altered the prices of goods.  
Digging designation cancelled: damp stone located. x20  
Eral Zulbanasol has become a Stonecrafter.  
Digging designation cancelled: damp stone located. x124  
'Aria' Ometrigòth. Overlord cancels Bring Item to Shop: Interrupted  
Skeletal Fox.  
Digging designation cancelled: damp stone located. x3  
'Aria' Ometrigòth. Overlord cancels Construct Building: Interrupted  
Skeletal Fox.  
The dwarves suspended the construction of Wall.

Inky sat up at once, his nightcap slipping off the top of his head to hang, dangling, from his bulbous nose. "Why didn't ye say so! To arms! To arms!" Rushing out the door, Inky raced up the hallway, heading up toward the surface, while bringing along every able-bodied military dwarf he came across.

The surface world was as bleak and lifeless as ever, the perpetual gray clouds hanging low over the muddy ground. Inky caught sight of a dwarf in the distance moving at an undwarvenly rapid gait. Squinting his eyes, he saw a small greyish-white shape, probably the undead fox in question, chasing after the dwarf for a moment before both shapes vanished into shallow valley, only to reappear moments later at the top of the rise.



The two shapes continued running, until the dwarf came upon the dry part of the riverbed. In her confusion, Aria turned right, running now southeast along the shore. Inky groaned inwardly. *She's going the wrong way!*

Nevertheless, this maneuver seemed to confuse the fox, which, apparently expecting her to run north, toward the fort, veered to the left to cut her off. Aria was safe for the moment, but before Inky could relax, the fox sighted another dwarf, Likot the fish dissector, and gave chase!

Likot continued on his way toward the fort, not yet aware of the fox chasing him. However, he was spared the sudden assault of needle sharp teeth by the arrival of another dwarf on the scene, Adil the planter, as well as that of Likot's pet cat, Ilral Theaterwater.

All the added activity appeared to confuse the fox, which ran about in circles for a time before turning north toward the drawbridge, right as Zekrish wandered out for some fresh air.

Seeing the vile undead thing, Zekrish ran off to the north, screaming. The fox briefly chased him before it sighted a kitten standing inside the courtyard. Running toward the fox prepared to pounce-- only to be hewn asunder by twin halberds slicing out from a cunningly placed trap behind the drawbridge.

Inky let out a gasp of relief, muttering to himself and anyone nearby, "This, my friends, is why we must abandon the surface. Had things played out but a little differently today, that creature may have torn one of our noble dwarves to shreds!"

Title: **Re: Halltraded succession game**  
Post by: **Eagle** on **March 17, 2009, 03:57:54 pm**

Armok, that is hilarious. ;D

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 18, 2009, 06:42:17 pm**

Now's where I mention that Aria has trained in the Military for a bit.

Whether or not she's armored right now, and if she's got her blade, is the question.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 21, 2009, 12:46:46 am**

As the early spring wore on, Maggarg and her fellows miner worked hard to irritate Inky. First, one of them would go to mine a bit of the new bunker, then they would notice a bit of dampness and leave to go complain about the mining conditions. Inky would order them to "dig it out anyway!" and so they would return, dig a little bit more, before running back to declare how they had uncovered more damp stone.

Nevertheless, the upper floor of the bunker was completed by the time the elven merchants arrived, and furnishing became the new priority.

Inky had grown increasingly restless over the last couple weeks, no doubt his lack of sleep from the miners' constant interruptions contributing to this, or perhaps the reports of a herd of undead deer moving in, frightening all the workers that happened to come nearby. He would often be seen down in the bunker, and around the halls nearby, muttering and inspecting each wall. "No, no, this will never do. Intruders would simply dig through the earth right to us! It must be deeper, safer."

Meanwhile, life at Halltraded continued as it always had. Zekrish bartered with the elves, securing some livestock as well as a few drinks, while haulers braved the surface in hopes of finding valuable loot amongst the remains of the goblin attackers.

None of them were aware of the tremendous change which Inky was about to bring to Halltraded.

Title: **Re: Halltraded succession game**  
Post by: **gumball135** on **March 21, 2009, 04:46:04 am**

Curse you! Now I can't wait to read the next update to find out what inky's plans are. ::)

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **March 21, 2009, 07:58:26 am**

Pah, change!  
In my day...

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 26, 2009, 12:17:20 am**

As Inky wandered the halls, muttering about solid stone, he found several things which were even more worrisome that he had imagined. First, there was a staircase, which plunged from the incomplete upper courtyard straight down into the bowels of the fortress, ending only feet above Inky's very bedchamber. This bedchamber was itself a problem, as the metalsmith Kadol had been lying in his bed, resting a broken leg, for as long as he could remember, but even this wasn't the worst of Inky's concerns.

No, Inky had discovered a truly deadly vulnerability in the old farming district. On the level above, the roof of a chamber had apparently collapsed, letting gray daylight stream in through a gaping hole. But this wasn't just any old chamber, nay, it was the old control room to the irrigation system for those abandoned farm plots, likely carved out under the direction of none other than the infamous Bralbaard himself.

It was then pure blind luck that this chamber had not doomed the fortress yet, for all an invader needed do was hop down the hole (Which was shallow, and easily accessible from outside), and pull the right lever, and the entire river would be diverted into Halltraded's underworks.

While Inky appreciated the idea of a doomsday lever, and while such a device did indeed exist in many a fortress, never before had one been built in such easy reach of an invading army. Secondly, the chamber's existence must never be revealed. If word ever got out, he was certain that the goblins would hear about it, and the next siege would be Halltraded's last. Nay, even were the levers removed, the core mechanisms would still remain, awaiting only a somewhat skilled mechanic to unleash a watery doom. Besides, Inky reasoned, word

of this weakness would weaken the peasantry's faith in his administration, putting the results of the next election into jeopardy.

One thing was certain, though. Once Inky's plan was complete, they would all be safe, and with Halltraded having as many holes as a rat warren, the sooner the better. It was time to set things into motion. That night, he would give a speech, rallying the fortress to his vision. Then, in the morning, work would begin in bringing the great change.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 26, 2009, 12:37:57 am**

interesting. I keep hearing about all of this drastic change. But these are dwarves! How could living underground be different?

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **March 28, 2009, 10:17:10 am**

The only way to turn halltraded into a model fortress is to excavate the ENTIRE fortress and rebuild a new one in the hole.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 28, 2009, 03:54:10 pm**

Change was in the air. The dwarves of Halltraded could feel it. This is why, when Inky entered to give his speech, the dining hall was filled nearly beyond belief with nearly a dozen dwarves.

Inky cleared his throat. "Dwarves of Halltraded!" One or two dwarves even applauded. "Thank you. Thank *you*. Thank you, thank you. Thank you. Thank you, thank you!

"Dwarves of Halltraded! Tonight we shall rise up against our oppressors, the sun and sky! Tonight, my friends, we will start to bring the dearly needed change to Halltraded! Tonight, our voices shall join as one, to speak, 'yes we can!' Yes we can, my friends! For tonight marks the beginning of a new era for Halltraded, one which no doubt our misguided former administration had hoped to achieve, but due to its bungling, failed. But we shall succeed where they once failed! We are the dwarves of Halltraded, my friends, and we shall arise to the call of a new clarion 'yes we can'!

"Two weeks ago, when you spoke, giving me the privilege of leadership of this fine fortress, I promised you that we would bring such a change to Halltraded that future generations would look back to us with pride, declaring, 'those were our ancestors'. Tonight, we are ready to take the first steps on the path to that change! Tonight, my friends, we shall take the adversity of the surface world and turn it back upon itself. Tonight, is the first night of the future of Halltraded, my friends, and that future is in our hands!

"When the elephants came to Boatmurdered, did not the dwarves meet tusks with fire and steel, declaring 'yes we can drive out the elephantine menace'? When his wagon broke down in the frozen wastes, did not Ironblood declare 'yes we can make this our home'? And did he not keep to his word, come dragons and hydras, and build the great Nist Akath? When Aryn Estater set out to build his great underwater city, he did not give into despair at the rampages of the hoofed menace. He said, 'yes we can'. When Bralbaard, in his infinitesimal wisdom, declared this our home, and promptly got mauled by a skeletal bear, we did not abandon him to his fate, but rather said 'yes we can make this our home'. And so we have, my friends, but the best is yet to come. Though we may shed tears and blood to bring our change, we will always remember, yes we can.

"Yes we can, my friends, and tonight we will!"

There was a smattering of applause from the assembled dwarves before Inky went on to outline his plan.

"We must first attend to our wounded, those brave heroes that risked life and limb so that we may live here in peace. They shall have a new infirmary in the newly dug bunker, and we shall attend to their needs as we are able, in whatever fashion we may. Together, my friends, we shall bring them a new lease on life, a chance to heal and recover among friends, not buried and forgotten. We shall bring them new hope!

"My friends, we shall bring supplies into the bunker, that it may shelter us in times of need, for as long as need be. We shall bring barrels of ale, and sacks of seeds, for we shall not risk starvation. The bunker shall be our sanctuary, our place of healing, the one place that the surface would can never touch. Yes we can make it so, my friends, for to have a place of safety will take a great burden off all our backs.

"But first, we will refresh ourselves with a good night's sleep. Come morning, we will work together to bring about change, but for now, good night, and Armok bless Halltraded!"

The hall filled with applause. The dwarves of Halltraded always appreciated hearing the end of a good speech, and this one had ended indeed. For tonight, they would make merry and drink, for in the morning, the entire fortress would be abustle with dwarves, preparing the bunker.

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **March 28, 2009, 09:11:52 pm**

and then the bunker can be launched into space to find a sunless world?

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 03, 2009, 12:14:55 am**

Just so everyone knows, I'm not dead, just fighting with a bout of depression. The good part should be coming up soon, as soon as I manage project: gather all dwarves.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **April 08, 2009, 10:50:11 am**

Hey Keldor,

I hope you're feeling better.  
How is the game progressing, I'm looking forward to an update, after all this talk about change and projects..

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 08, 2009, 09:17:47 pm**

Inky ran screaming up and down the river bank. In not so hot pursuit was a zombie deer, slowly but steadily lumbering toward him, its eyes glowing red with malice.

Just then, Zekrish happened past. Seeing the zombie deer, he turned to run, but stopped short as he noticed some bone visible through one of the holes in the zombie.

"Yeargh!- Oh! That will be just perfect for my next flute!"



Zekrish turned about again and tossed toward the deer, which, too slow to get out of the way, crashed to the ground with a wet thump, Zekrish on top. The two of them wrestled for a time; cracks could be heard as Zekrish twisted the deer into a most unnatural shape.

At last, Zekrish stood clear of the mangled lump of rotten flesh, still twitching, but too broken to do anything else. In his hand, he raised his trophy, a shard of bone.

"At last! This- Curses! It's broken!"

With that, Zekrish shrugged and tossed the bone away, pondering the next item that required hauling.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 08, 2009, 09:25:51 pm**

That night, Inky stood in the meeting hall, clothing rumpled, still looking shaken from the day's encounter.

"My friends, too many times have dwarves nearly been slain in the cursed outdoors, and for what? Tattered goblin clothing and bones? Nay, my friends, this must stop! From this day forth, the only thing we shall carry in from the outside world will be lumber, for our beds. Running out to get anything else is now *forbidden!*"

With that, Inky left to dispose of the remains of a two-legged rhino lizard, before remember that since it was outdoors, it was forbidden. He'd have to think of something else to haul.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 08, 2009, 09:58:57 pm**

The fortress of Halltraded was alive with activity as the dwarves continued preparations for Inky's great change. Already, one of the wounded champions had been brought to their new quarters, and the others were preparing to move into what had now been named "The Hall of Champions".

Inky seemed to be everywhere, coordinating with dwarves. "Maggarg, get rid of those ramps by the entrance! After that, I need 60 rooms dug in the lower part of the bunker. Zekrish, I'm forbidding the export of clear glass. We just struck rock crystal, so it's very important that we can compare whatever crystal glass we make to the clear glass we have."

It was probably a good thing that Aria wasn't there to comment that Halltraded had no clear glass whatsoever.

Owned Objects:32

Holdings:

Splendid Office

Modest Quarters

Decent Dining Room

1 Chest

1 Cabinet

No Weapon Racks

No Armor Stands

Needs:

Decent Office

Decent Quarters

Decent Dining Room

2 Chests

1 Cabinet

1 Weapon Rack

1 Armor Stand

Mandates:

Export of clear glass items Prohibited

Enter: View thoughts and preferences.

r: View relationships.

y: Customize.

k: View kills.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 08, 2009, 10:55:28 pm**

Awesome. Is this going to turn into one of those self-sustaining purely underground fortresses? Or will there be like an airlock or something? Wood could be an issue.

Title: **Re: Halltraded succession game**  
Post by: **gumball135** on **April 09, 2009, 07:20:11 am**

Underground tower-cap forest, maybe?

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 09, 2009, 09:34:23 am**

There's a river, which means it isn't in a mountain square, which means there aren't and underground rivers or lakes (or any other features, for that matter) which means no tower caps. :-(

Anyhow, you'll have to wait and see... XD

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **April 11, 2009, 11:17:39 pm**

Erm, you sure having a max capacity of 120 in the bunker is a good idea? I planned space for 32, including Kumil and Aria.

With any more than 45, you'd probably run out of food or booze. Especially since having a well would flood the thing.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 11, 2009, 11:50:58 pm**

It's not that hard to set up enough farming. And it's totally possible to set up a well down below, with a little engineering. If only Higar or Christes were alive to do it :P

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 12, 2009, 09:28:31 am**

Argh! Migrants already?? \*Savescums\*

Title: **Re: Halltraded succession game**  
Post by: **gumball135** on **April 12, 2009, 10:06:01 am**

What's wrong with migrants? It just means you have sacrificial miners and combat meatshields galore. :D

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 12, 2009, 02:02:32 pm**

Well, I suspect that we'll only get one migrant wave (and that only because we need a new baron and hammerer and tax collector) and I have a plan for them, but it wasn't ready yet!

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 19, 2009, 02:01:47 am**

How's it coming? At this rate it might take you longer this time than last time. ;D

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **April 19, 2009, 06:31:25 am**

I doubt we'll mind.  
Anything that makes this place more *fun* is good.

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **April 19, 2009, 02:43:47 pm**

I honestly can't wait for my turn. Horrible, horrible things are going to happen to that bunker and the dwarves trapped inside of it.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 19, 2009, 11:27:01 pm**

Inky paced back and forth in his room. For the past week, something had been nibbling at the back of his mind, making him more certain than ever that the bunker must be completed, and soon. *Something was coming.*

That night, workers returned to Halltraded to find that most of the entrances had been locked. Only the courtyard balcony entrance remained, and Meng Likotost, one of the masons, could be seen fitting a heavy stone hatch to that entrance as well. Halltraded was soon to be locked down, and, perhaps, not a moment too soon, for as Inky knew, *they were coming.*

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 20, 2009, 12:35:56 am**



Tulon Monomatul, Baron of Halltraded, stood before what was merely the latest of an entire string of setbacks to his assuming his newly appointed office. He stood in the enclosed courtyard of Halltraded, uncomfortably close to a group of merrily singing elves. But even these were not the source of his obvious distress. Nay, it was the stone gateway before him that had the Baron red faced and in a temper. The gate was sealed.

"Oh, dash it! Dash it all to bloody hell, wot! And here I thought things couldn't get worse after those undead fishy rotters, yet here it jolly well has! And this was to be my bloomin' summer huntin' ground! Kivish! Give that gate a good conk with your hammer, and knock the thing down, would you? That's a good lass."

"I'm sorry, but I cannot do that," Kivish the hammerer spoke in her sonorous voice.

"And why the bloody hell not?! You swing that great bloomin' mallet about like it was naught but a willow switch, wot!"

"I am a servant of justice, and may only strike in the metting of such," the hammerer explained, "that door has been convicted of no crime, and what is more, striking it would be an act of vandalism, which I must never do."

"And I say it jolly well be guilty of a crime, wot, wot, that blighted rotter of a door be restrainin' me from my rightful summer hunting ground!"

"Nevertheless, I may not strike."

"Perhaps I may be of assistance," chimed in Besmar, the tax collector, in her usual wheezing voice, "You've an outstanding mandate, correct?"

"What are you yammering on about? I haven't-" Besmar elbowed Tulon in the ribs, "-Oh, yes, yes, of course! I hereby mandate the construction of, oh, three lay pewter flutes! Kivish, this rotten cad of a bloomin' door hasn't made me my bloody flutes. Be a good lass and give it a few hammer strikes, eh, wot?"

"Very well," the hammerer replied, "if, after the lawful course of sixty days, this door has not produced your flutes, I shall administer three hammer strikes."

"Jolly goo- sixty bloomin' days?! Are you bloody mad?!"

"I do not make the laws, I merely obey."

And so it went...

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **April 20, 2009, 07:55:04 am**

Dwarven justice at its finest!

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 27, 2009, 02:15:38 pm**

The dwarves of Halltraded were nearly ready to complete their relocation. Only a few problems remained:

"Why have all the injured dwarves been moved to the old noble quarters?!" Inky demanded.

"Uh, because those were closer?" Aban, the last remaining skillless peasant of Halltraded replied, a puzzled look an her face.

Inky buried his face in the palm of his hand. "Well, carry them back out and into the new infirmary! And while you're at it, we don't have any seeds in the new stockpile!"

"Oh, I know," Aban replied, "The old one wasn't full yet."

"I thought I told everyone not to use the old stockpiles for seeds anymore," Inky was growing increasingly irate.

"You did for stockpiles 36, 94, and 103, so we moved them out of those into 102 and 104," Aban replied, pleased to have done something right.

"I meant to move them out of all the old stockpiles, and into the new ones next to the infirmiry! Do I have to do everything around here?!"

Aban's eyes widened at Inky's unexpected, strange outburst. "Uh, ok sir, right away, sir!" She said before scurrying off in the general direction of the catacombs.

*She's going the wrong way*, Inky noted sourly. Sure enough, Aban was back a moment later, this time hurrying in the opposite direction. *I knew it! The sun has driven us all mad! The sooner we're safe in the bunker, the better!*

With these thoughts dancing about his mind, Inky headed off toward the furniture stockpile, to start bringing the beds to their new bedrooms.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 27, 2009, 02:34:55 pm**

Endok Boltsshoved tossed down his chisel with disgust. "It's no good, these doors are solid felsite, and appear to be barred and barricaded on the other side. Ye'd need a mining pick to get through."

"I thought you were a mason," Besmar, the Tax Collector, snapped in her usual whining tone.

"My training is all in the art of block carving, I wouldn't know where to begin in as difficult a task as door removal! What we need is a miner."

"And for that we need a pick," Besmar sighed, "And to get one of those, we need an anvil. It looks like we're stuck waiting for the humans."

"Or we could use one of the ones over there," Endok suggested helpfully, gesturing toward a pile of forgotten goods next to the trade depot, among the rusty armor of the last wave of goblins.

"Over where?" Besmar examined the pile that the mason was pointing at. Sure enough, there were no less than two mining picks, along with a batch of billon goblets, some weapons, and a single iron low boot, which looked to be fit for a human. "Well done! Now we just need a miner."

It looked as if, perhaps, the new baron would not be waiting too long for his new home after all.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 27, 2009, 04:17:46 pm**

yay update.

Are you going to move all the coffins down into the bunker as well? It would be a lot of work, but it just feels wrong to leave the numerous dead behind.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 27, 2009, 05:34:07 pm**

Well, given that moving coffins typically causes them to spit out their contents onto the floor, whereafter they are scooped up and made into bolts, I'm afraid the coffins will have to stay where they are. :D

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 27, 2009, 07:10:49 pm**

They don't make bolts out of dwarven remains though, unless something's changed.

Anyway, I'm curious how you're going to seal it all off. If you just erect a wall, a future overseer could just knock it down and go back to square one. To stop that you'd have to do something totally crazy like flood the fortress or something.

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **April 27, 2009, 09:17:17 pm**

[Insert post about magma airlock here]

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **May 02, 2009, 06:57:25 pm**

So, how's it coming?  
Everyone horribly mutilated yet?

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 04, 2009, 12:03:50 am**



Momuz Rallolor, the herbalist that had come to Halltraded as part of the new Baron's entourage, had been acting oddly of late. She had gone to the small animal stockyard in the courtyard and selected a cage with a lonely looking mule in it, which she proceeded to drag out across the drawbridge and down the slope toward the river, before pushing the cage, mule and all, into a gaping pit near the mechanics to the north of the dam. The cage tilted precariously, the terrified mule inside letting out a fearful whinny, before tipping over and falling. Momuz brushed her hands together, satisfied with her work as the cage crashed to the bottom of the pit and rolled further down a stairwell into the darkness.

All was silent for a moment as Momuz walked away, then from the depths of the pit two cries of joy could be heard as the child Thîkut Tulonûthir and her pet mule were reunited.

Later that day, some strange force had drawn Inky up to the surface. He walked over to the animal stockyard above the courtyard, selected a cage with a forlorn looking donkey, and pushed it through one of the holes in the incomplete floor, and, upon hearing the crash of the cage coming to rest in the courtyard below, snapped to, and scurried back toward the stairwell down, vomiting from the harsh sunlight all the while.

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TThikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Thikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Thikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Pe'kvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Honom Usenlikot, Tanner/Leatherworker, is more experienced.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Thikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Thikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Thikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Thikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Thikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
Thikvut Tulton0thir, Child cancels Releasing Pet: Animal inaccessible.  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.  
'Aria' Ometrigoth has created a masterpiece!  
Tulon Monomatu'l, Baron cancels Releasing Pet: Animal inaccessible.
```

((Yeah... ::)

And yes, Inky was the one who dumped the donkey down to the Baron - got a good laugh in when I saw that it was him of all dwarves!))

Re: **Re: Halltraded succession game**  
 Sent by: **Keldor** on **May 04, 2009, 12:16:47 am**

Somehow, despite all of Aria's parenting, Kumil Esdomas knew deep down in that she was a Baroness's daughter, and what role that gave her.

**Kumil Esdomas, Aria's "Daughter"      Go Shopping**

Re: **Re: Halltraded succession game**  
 Sent by: **Christes** on **May 04, 2009, 01:25:31 am**

lol! crazy dwarves!

Looking at a map was actually really helpful. I was suprised to learn that I put both of those animal stockpiles there! Don't forget to upload your map when you're done.

hmm, looking at the map leaves me a bit confused. If Inky can go above the courtyard, why can't he go down into the courtyard to meet the new arrivals? I put stairs down - did you remove them?

Also, and most importantly, **what date are you on now?** I recall last time you went, you took forever to just get through spring before we poked you to speed up. :P At this rate, I'll be well into grad school by the time my next turn comes up.

Re: **Re: Halltraded succession game**  
 Sent by: **Keldor** on **May 04, 2009, 07:47:06 pm**

Uh, well, the elves just left...

I put a hatch over the courtyard stairs and locked it, since the champions seemed to like to hang out at the top and the migrants were due in about a week game time...

Re: **Re: Halltraded, land of the skeletal carp (succession)**  
 Sent by: **Christes** on **May 04, 2009, 10:29:23 pm**

lol ... relevant quote from a while back:

Quote from: Keldor on September 04, 2008, 12:44:33 am

Quote from: Madcat on September 03, 2008, 06:04:06 am

How much longer to go on your turn, Keldor?

Probably a while. It's... late spring right now. I seem to be spending more time paused and writing episodes than actually playing.

xD

I have no probs waiting forever, though I'm afraid a lot of people on the list will be no-shows by the time their turn comes up. Also, where the heck is Bralbaard?

Re: **Re: Halltraded, land of the skeletal carp (succession)**  
 Sent by: **Bralbaard** on **May 05, 2009, 02:23:02 am**

Quote from: Christes on May 04, 2009, 10:29:23 pm

Also, where the heck is Bralbaard?

## The booze stockpile, where else?

Late spring huh... and Keldor has had the game for two months... I get it! he must be playing this game \*real time\*! ;)

But bad jokes aside, we'll probably have to introduce a deadline. Would the end of the (real life) month be acceptable?

Re: **Re: Halltraded, land of the skeletal carp (succession)**  
 Posted by: **ChazzyBurger** on **May 05, 2009, 04:26:09 am**

Quote from: Bralbaard on May 05, 2009, 02:23:02 am

But bad jokes aside, we'll probably have to introduce a deadline. Would the end of the (real life) month be acceptable?

But we are playing in real time, 0.09 FPS is actually slower than real life!!!

Quote from: Bralbaard on May 05, 2009, 02:23:02 am

But bad jokes aside

... Forget I said anything ::)

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Maggarg - Eater of chicke** on **May 05, 2009, 12:16:13 pm**

Quote from: Bralbaard on May 05, 2009, 02:23:02 am

Quote from: Christes on May 04, 2009, 10:29:23 pm

Also, where the heck is Bralbaard?

The booze stockpile, where else?

Late spring huh... and Keldor has had the game for two months... I get it! he must be playing this game \*real time\*! ;)

But bad jokes aside, we'll probably have to introduce a deadline. Would the end of the (real life) month be acceptable?

I thought you died in interesting times.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **May 05, 2009, 12:20:15 pm**

Quote from: Bralbaard on May 05, 2009, 02:23:02 am

Quote from: Christes on May 04, 2009, 10:29:23 pm

Also, where the heck is Bralbaard?

The booze stockpile, where else?

Late spring huh... and Keldor has had the game for two months... I get it! he must be playing this game \*real time\*! ;)

But bad jokes aside, we'll probably have to introduce a deadline. Would the end of the (real life) month be acceptable?

And I should add, there's nothing wrong with stopping before the year is over. For example, if you finish the bunker ahead of schedule and have nothing left to do, you might as well.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **May 06, 2009, 10:40:49 am**

Quote from: Maggarg - Eater of chicke on May 05, 2009, 12:16:13 pm

Quote from: Bralbaard on May 05, 2009, 02:23:02 am

Quote from: Christes on May 04, 2009, 10:29:23 pm

Also, where the heck is Bralbaard?

The booze stockpile, where else?

I thought you died in interesting times.

The eternal booze stockpiles, of course. :P

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 06, 2009, 11:32:12 pm**

Well, this time, I'm being bogged down trying to figure out how to get the dwarves safely barricaded before the Baron goes insane from not having a room. That and Kulettögum, which really is running at about 0.09FPS...

And yes, Bralbaard's dead :-( I'll try to find the grave...

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 07, 2009, 12:13:51 am**

Baron Tulon was in the midst of his first proper encounter with the local wildlife. The skeletal deer had chased Besmar, the Tax Collector, back into the courtyard, where it had promptly been chopped into pieces by the double halberd trap behind the bridge.

"I've heard tales of stags with antlers as large as themselves," the Baron laughed, "but I never thought that was because the stags were jolly well made of antlers, wot! Besmar, be a good chap and fetch a taxidermist to set that deer up in my room. Where is my room anyway? I feel as if I've been bloody sleepin' under the stars ever since I got here, wot."

Besmar didn't have the heart to remind the Baron about their predicament. "Uh, your quarters aren't quite ready yet, m'lord."

"Right then, no need to rush, take all the time you need to make it simply splendidly perfect, wot, wot."

"Oh, Tulon?" Atír Paddledkisses, the Baroness Consort, chimed in, pointing to the front gate, "That is a lovely door. Can we have it?"

"Of course, my dear," the Baron replied, "It's already ours. Where would you like it?"

"Where would I like it? Oh, no, no, it's perfect just right... there. Right where it is. No need to bother any dwarves about such a trifle. I just love the way it compliments the... mud... and the dead grass... Oh dearie me, this is such a dreary place."

((So the Baron has his new pet donkeys, and the Baroness admired a fine door lately... ::)))

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **May 07, 2009, 03:05:37 am**

Quote from: Bralbaard on May 06, 2009, 10:40:49 am

Quote from: Maggarg - Eater of chicke on May 05, 2009, 12:16:13 pm

Quote from: Bralbaard on May 05, 2009, 02:23:02 am

Quote from: Christes on May 04, 2009, 10:29:23 pm

Also, where the heck is Bralbaard?

The booze stockpile, where else?

I thought you died in interesting times.

The eternal booze stockpiles, of course. :P

I meant IRL btw :P You hadn't logged in for a while

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **May 08, 2009, 05:01:04 am**

Quote from: Keldor on May 06, 2009, 11:32:12 pm  
...trying to figure out how to get the dwarves safely barricaded before the Baron goes insane from not having a room...

Why? Surely you'd have more fun letting him go frothing, foaming mad in a hall full of dwarves than in a field full of zombified badgers?  
:P

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 08, 2009, 09:44:35 am**

No destructive chaos is so much better when it has structure. STRUCTURE, dammit.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **May 09, 2009, 05:27:25 am**

He'll go mad one day. Everyone does here. Only the strongest survive.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **May 09, 2009, 05:37:02 am**

Quote from: Maggarg - Eater of chicke on May 09, 2009, 05:27:25 am  
He'll go mad one day. Everyone does here. Only the strongest survive.

Also known as the skeletal fish...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 09, 2009, 01:00:06 pm**

The skeletal fish got owned a while back. I'm not sure how many are left.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **May 09, 2009, 01:15:25 pm**

There were a lot left in the dry bed in my reign, and a good few feasting on corpses upstream.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 09, 2009, 01:30:08 pm**

I think the overseer before Higar wiped out the fish in the dry riverbed. During Higars rule, there was a point where there were no undead fish *at all*:

Quote from: Christes on December 18, 2008, 12:53:48 pm  
Also, here is the complete list of the nearby wildlife (notice anything missing):

Spoiler (click to show/hide)

FPS: 100		Dwarf Fortress
Stray Donkey (Tame)	Tame	
Stray Cow (Tame)	Tame	
Stray Mule (Tame)	Tame	
Stray Donkey (Tame)	Tame	
Stray Donkey (Tame)	Tame	
Stray Donkey (Tame)	Tame	
Stray Cow Calf (Tame)	Tame	
Kogsak Oddonartob, Kitten (Tame)	Tame	
Rith Cattenseng, Puppy (Tame)	Tame	
Mosus Kolotung, Donkey Foal (Tame)	Tame	
Stray Cow Calf (Tame)	Tame	
Smunstu Kugnestrodno, Goblin Thief	Hostile	
Ngebzo Ngomstustâsost, Goblin Thief	Hostile	
Snodub Nakoomngo, Goblin Thief	Hostile	
Skeletal Fox	Undead	
Skeletal Fox	Undead	
Skeletal Fox	Undead	
Fox	Wild Animal	
Skeletal Deer	Undead	
v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remv Cre		



It looks like it will be a couple more days still. If I post 2-3 updates a day, then it will probably be done in 4 days. Is everyone cool with that?

It's funny - that seems like so long ago, but with all the delays it was quite recent in-game.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **May 10, 2009, 06:35:55 am**

So wait... they're GONE!!! :o

Where will I get my dwarf goblin torturers?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 10, 2009, 12:05:28 pm**

There might be few that spawned upstream. But, yeah, the fishy menace is pretty much over. Where do you think Higar got all of that "golden age" crap from? That having been said, there are plenty of undead land wildlife. During Higar's reign, there was a pack of skeletal wolves.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **May 10, 2009, 03:34:25 pm**

Yeah, Wildlife are more or less done for. And any that come close enough are usually wiped out by soldiers or traps.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 10, 2009, 06:52:37 pm**

Got anything new? I need my Halltraded fix. So are we going by the month-end deadline bralbaard mentioned?

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **May 11, 2009, 07:58:01 am**

Munosaysyes.  
I agree with him. (You should too).

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Bralbaard** on **May 11, 2009, 03:12:56 pm**

Quote from: Christes on May 07, 2009, 03:05:37 am

Quote from: Bralbaard on May 06, 2009, 10:40:49 am

Quote from: Christes on May 04, 2009, 10:29:23 pm

Also, where the heck is Bralbaard?

The booze stockpile, where else?

I meant IRL btw :P You hadn't logged in for a while

Been quite busy lately, that, and a computer crash, that forced me to reinstall my entire system, took me a while to reinstall DF.  
I know, two lame excuses. :P

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 13, 2009, 03:40:07 pm**



Besmar stood upon a discarded bin, using it as a podium with which to address the assembled dwarves, "Let now this meeting come to order. As Tax Collector, it is my official duty to audit the general populous that I might provide recommendations as to the optimal workforce assignments in furtherance of creating an environment wherein our current project, the obtaining of access to and the entry of the fortress of Halltraded through applied geophysics, may proceed satisfactorily and in full compliance to such legal ordinances as may exist or be imposed upon this fortress by his excellency, Baron Tulon Paperfords. In furtherance of this agenda, I would like to inquire of each dwarf the nature of and extents of his or her knowledge of geophysics, either theoretical or in particular practical, that we may leverage said knowledge and or skill to the benefaction of the aforementioned project. As such, I shall now require that those such persons..."

"Will you stop your bally yammerin'?!" Baron Tulon interjected, "You could put a bullfrog to sleep with your droning on, and as my uncle always used to say, bullfrogs don't bally sleep, wot!"

"Oh very well," Besmar looked deflated, "Would all those of you who know how to mine raise their right hand?"

Not one of the assembled dwarves raised a hand.

"Very good- oh." Besmar looked dismayed, "I see we have a problem. I don't suppose any of you are certified applied geophysics trainers? I guess not..."

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 13, 2009, 04:32:54 pm**

haha. It would be awesome to have two separate fortresses going simultaneously.

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **May 13, 2009, 07:57:43 pm**

geophysics. HAH!

the irony.

wow. how ironic.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **May 17, 2009, 06:03:43 am**

Bralbaard cancels forum attendance: Getting married.  
There will be a party near the booze stockpile.

Seriously though, I am getting married this week, and we'll be going on a short vacation afterwards. After that, I will be travelling for work for several weeks. To make a long story short, I'll likely be absent from the forums for at least a month.

Have fun,

Bralbaard

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 17, 2009, 12:12:42 pm**

Will babies mysteriously appear? :P

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 17, 2009, 03:28:40 pm**

Braalbard cancels honeymoon: seeking infant.

<.<

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 20, 2009, 12:52:57 am**

Does anyone know if the caged dragon managed to kill any dwarves before getting itself trapped? It would make a lovely guard dragon...

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 20, 2009, 01:17:56 am**

Inky strode into the meeting hall. "Dwarves of Halltraded!" he announced, "Thank you, thank you, thank you, thank you, thank *you*, thank you!"

"Today, my friends, we have come to a great juncture in the annuals of the history of our free fortress, for today is the day that we leave the dangers of the surface world and start our new lives in the safety of the deep bunker! Today, thanks to the perseverance and hard work of each of you, the deep fortress is supplied with everything we will ever need to live out the rest of our days in luxury and safety!

"My friends, today we need no longer say yes we can, for we may now say yes we have! Yes we have created a utopia in the earth, and yes we have ensured safety for all of our future generations! Dwarves of Halltraded, today we reap the harvest of which our hard work has sown!

"With this, my friends, the time has come to gather all your belongings and carry them down into our new home. When next we meet, it will be in the safety of our new meeting hall, deep below. When next we work, it will be in our new workshops deep below, and when next we celebrate, it will be deep below, the celebration of our great change!

"For a great change it truely is! And with that, my friends, I bid you all good night!"

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 20, 2009, 01:18:07 am**

Check the legends on the dragon - that's the best way to know for sure.

Title: **Re: Halltraded succession game**  
Post by: **shackleton** on **May 23, 2009, 10:25:51 am**

I think the dragon killed one guy with fire - iirc. Anyhow, once you've moved the whole fort underground, he could free-roam on the surface torching any sieges that come by.

Great fortress, by the way. It's so much more entertaining when everything goes boat-shaped.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 23, 2009, 04:24:11 pm**

not to mention migrants...

But that would be awesome

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 26, 2009, 09:49:43 am**

Inky's plan was working. Every dwarf was beginning to make their move to the deep bunker. Well, every dwarf except one...

"Very good, very good, my friends, just go single file and don't look back. You there, where do you think you're going? Head down at once!"

"NOOOOO!!!" screamed Rith the mechanic, foam trailing from her beard, "IT IS NOT READY!!! IT MUST BE FINISHED!! IT MUST BE BUILT!!!"

Inky was taken aback, "Uh, very well then, but as soon as you're done, I expect you in the bunker. Change waits for no dwarf."

Spoiler (click to show/hide)



Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 26, 2009, 10:40:14 am**

It was at a fervent speed with which Rith made her artifact. Perhaps it was because Rith, despite her compulsion, didn't want to be the one to stall Inky's plan. Or perhaps it was the depth of her possession that let her work at unnatural speed, spurred on by whatever demonic influence had taken hold.

Whatever the cause, no one could dispute the results. A most marvelous mechanism, completed in mere days. And no one could say that *Usenerar Vuzdedberim*, for that was the artifact's name, meaning *Helped the Stale Artifices* in the old tongue, was not exquisite in its level of workdwarfship, perfect, in every conceivable way.

The mechanism consisted of a giant obsidian counterweight, carved into a many-faceted jewel, a thing of angularity and sharp spikes, from the living stone. The counterweight was the deepest pitch black, one could get lost for ages looking into the smooth surface. In later years, dwarves would come from around the world to look into the stone, seeking prophetic visions, but for the dwarves of Halltraded living in Inky's time, it had a much more practical purpose: driving the many ingenious and lethal traps strewn about the entrance, and anywhere there was space, Halltraded's foe eviscerators.

The mechanism's design was consistant with this usage. Besides the awesome counterweight, there was a chain of worked bloodstone, with which one could attach the mechanism to whatever device one wished. In addition, the chain was woven about with bands of goblin bone and pig tail. There were no mere decorations, however, the bone strengthened the chain, reinforcing it from the strains of usage, while the pig tail cloth's cunning placement padded the chain, allowing the entire mechanism to operate in absolute silence. In addition, the chain was covered with spikes of larch and razor-sharp obsidian, discouraging a foe from trying to manipulate it. Only one who knew the right way to coil up the chain, so that all the spikes lined up pointing inward, could safely handle it.

Finally, there were two images upon the device. The first, engraved in goblin bone, depicted dwarves traveling. Leading the way was the muscular figure of Bralbaard, while behind followed Keldor, Maggarg, Christes, and three others. Bralbaard stood pointing boldly forward, while Maggarg and Christes poured over a piece of parchment, one could make it out as a map, worried expressions on their faces. Meanwhile, Keldor and the others were sitting around a campfire playing a game of bones. It was clear, even without seeing the wagon in the background, or the forest of dead trees, that this engraving depicted the journey of Halltraded's founding fathers.

The second image looked at first glance nothing more than a weaving of sailfin molly bones along the chain. It was only when the chain was coiled in the special way needed to handle it that the image was apparent, the thin fish bones lining up perfectly to form the image of a tower-cap. The meaning of this second image has been lost to time, it is believed that perhaps even Rith herself did not know what it meant. Perhaps it was the demonic possessor's way of signing the artifact? It shall always be a mystery.

Spoiler (click to show/hide)

Usenerar Vuzdedberim, "Helped the Stale Artifices", a Obsidian mechanisms

This is a Obsidian mechanisms. All crafts dwarfship is of the highest quality. It is encircled with bands of goblin bone and pig tail. This object is adorned with hanging rings of Bloodstone and menaces with spikes of Obsidian. Larch and Felsite. On the item is an image of a Tower-cap in sailfin molly bone. On the item is an image of dwarves in goblin bone. The dwarves are traveling. The artwork relates to the foundation of Halltraded by The Rack of Wine of The Lashes of Squashing in the early spring of 301.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 26, 2009, 11:59:23 am**

:D

Let's get underground!

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **May 26, 2009, 03:14:33 pm**

I can just see Maggarg and Christes arguing now. A forward thinking architecty type and a grumpy old harridan of a miner.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 26, 2009, 07:06:02 pm**

"I told you, we're lost!" Maggarg snapped.

"I never disagreed," Christes answered, "but I still think we need to go west, up over that ridge."

"No, you doorknob," Maggarg objected, "We need to parallel it and follow it to the south, where we'll be able to find a gap in the hills."

"We're goin' east," Bralbaard stated stubbornly. With that he grabbed the mules' leads and began walking downhill.

"I know one thing for certain," Maggarg said under her breath, "No matter whether you or I is right about our location, downhill leads toward the Dead River."

"Try telling Bralbaard that," Christes answered, "I'll take my chances with the river over that!"

And so it went....  
:D

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 31, 2009, 12:42:23 pm**



Inky was beside himself with fury. What in Armok's name are you all doing hanging around here?!"

"We're resting between jobs," one of the assembled dwarves replied.

"Then why aren't you in the statue garden downstairs?? This hasn't been a meeting place for months!"

The dwarves simply looked at each other and shrugged.



Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 31, 2009, 12:57:44 pm**

"Go Libash!" The assembled dwarves cried as the former miller clumsily raised her bronze pick.



At first, the pick would simply stick itself into the yielding peat, where Libash would spend minutes trying to pry it out again. Before long, however, Libash began to fall into a rythm, and small chunks of earth went flying in random directions more often than not.

By the end of the day, Libash had dug a sizable hole into the side of the wall, yet she still had not yet breached the fortress. Exhausted, she slumped to the earth. "Well, we'll get in eventually, I suppose..."



Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 31, 2009, 01:14:54 pm**

Quick, get underground before the nobles arrive!

"So, the wood stockpile is now full, we have our beds built, and we have a supply of seeds with which to grow our first crop," Inky checked the items off his list as he addressed the convened dwarves, "Is that everything? I would like to *finally* be able to seal the entrance."

"What about the wounded champions?" asked Zekrish.

"Haven't they been carried downstairs yet?? I ordered that done weeks ago!" Inky grumbled.

"No, they're downstairs alright," Zekrish answered, "it's just that, well, where will they get their water?"

"Water?? Whatever is wrong with giving them booze?"

"You know as well as I do that water has medicinal properties," Zekrish answered.

"I wish someone had said something sooner!" Inky scowled, "constructing a well that deep underground will be a major project, and may take months!"

"I have an idea," Maggarg spoke up for the first time.

"Out with it then."

"Well, during our first year here, we really didn't know much about farming, and so, well, that is-"

"Come on, out with it! We don't have all day."

Maggarg looked almost sheepish, "Well, I built an irrigation system, dammit, I know it wasn't needed! But we didn't know then. Anyhow, that old system still exists."

"So how's that going to get our champions water?" Inky prompted.

"Well, it was a fine double floodgate system, the same type that proved so useful at Boatmurdered. That means that it contained a central reservoir, with a precisely measured amount of water. We could tap into that for the well! The system should still work. We just need to close the outer floodgate, tap in, connect new controls and another floodgate, then we can use the irrigation system to dispense just as much water as is needed to fill the reservoir for the well!"

"That might work. How long will it take?"

"Once the outer floodgate is closed, we will be able to do everything from inside the bunker," Maggarg answered, "I'll stand below where I'll dig from and wait for the sound of the floodgate closing. Now we need someone to pull the lever-"

"I'll do it!" Adil Palaceblunted the planter called out.

"Very well," Inky agreed, "you go do that. Right then, what else is on the list?"

Adil rushed down the hallway. He was thrilled. *I've always been interested in how irrigation worked in the old days!* he thought to himself, *but I never thought I'd get to operate it myself!*

Before long, Adil came to the old control room. Light shone down from the open ceiling, nearly blinding the planter as he surveyed the room. There were two levers against the east wall.

*This one must be the one to the outer floodgate,* Adil reasoned, moving over to the northern lever. *It's in the reset position, so I need to pull it to the set position to close the floodgate.*

Adil pulled the lever. *This is so exciting! I need to go plant some seeds by the modern method before I proceed here, so I can better compare our planting techniques to those of the ancients!*

As Adil rushed off, the creaky old mechanisms came to life.



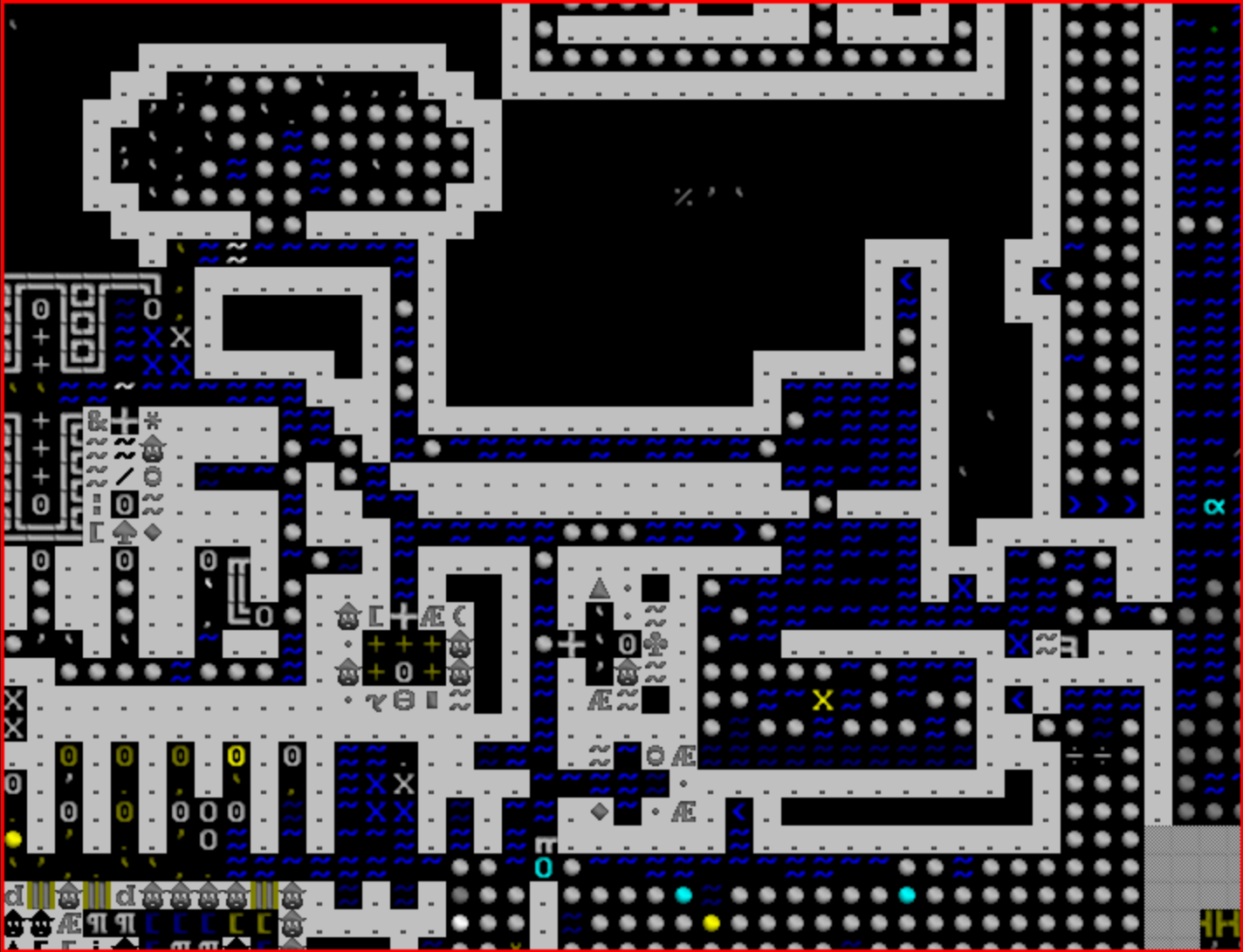
Maggarg stood with her ear to the wall, waiting for the tell-tale *thud* that would indicate that it was time to start digging.

*What is taking so long?? I hope that farmer can find the control room.* Maggarg pondered. A low rumble began to filter through the wall. *And what is that sound? Just a bump?*

[Spoiler](#) (click to show/hide)







She immediately turned to run to tell Inky about it, the shoe forgotten amongst the waves.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **June 06, 2009, 02:45:33 am**

Inky took a step back as Maggarg announced the news. *The surface world! No doubt it's done this to us!*

Taking a deep breath to steady himself, Inky spoke, "W-What did you say?"

"The tombs are flooding! There's water coming down the stairs! We need to get to higher ground!" Maggarg exclaimed breathlessly.

"The tombs are flooding? How?? How much water is it?"

"I dunno where it's coming from! I just know there's a lot of it!"

"Oh no!" gasped Adil the planter, overhearing the shouting, "I-I think I know..."

"Out with it then!" Inky ordered.

"W-Well, I was setting up the old irrigation system, and, well, um..." Adil was hopping from foot to foot, clearly agitated.

"And?" Maggarg demanded.

"I-I- I pulled the wrong lever!"

"Oh no!" Maggarg said under her breath, leaning against the wall to steady herself.

"Quickly, go pull it again!" Inky blurted out.

"I-" Adil began.

"He can't." Maggarg stated grimly, "The only remaining entrance to that control room is right next to that floodgate."

"You built it!" Inky shouted, "Didn't you dig a backup entrance??"

"There was one, but it was sealed up years ago. It went up to the surface. I can try digging a new entrance..."

"No." Inky took a deep breath, mentally willing himself to take command of the situation, "No, it's too late for that. We seal the bunker. Maggarg, go find Aria and work with her to round up every dwarf. Anyone still outside once the fourth bell rings will be left behind. You, what's your name?"

"Adil," Adil replied.

"Adil, I want you to do a head count of every dwarf. Make sure no one is overlooked."

With that, the three dwarves went in separate directions, Maggarg to help Aria round up all the dwarves, Adil to start a headcount, and Inky to his office to prepare that night's speech.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 06, 2009, 12:26:58 pm**

At least the entrance to the bunker is above water level. :)

That is, if I understand the map correctly.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 06, 2009, 12:42:36 pm**

Actually, I just compared the old Halltraded maps. Keldor was the only that took out the west wall of the flooding chamber on his first turn. :P

Planning it all along? xD

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **June 06, 2009, 11:08:09 pm**

Uh... looking at the maps, the constructed wall remained until some time in Higar's turn. Of course, there was also a passage heading north which connected the flooding chamber to the tomb level anyway, but that appears to have been there from all the way back to Bralbaard's time.

Anyway, the best part was that the flooding really WAS completely by accident! I remember reasoning which lever would be the correct one, and going, "Hmm, that one is in the off position, so I need to flip it to close the outer gate." The moment I saw the floodgate open, I immediately tasked the lever to be pulled again, but by that time, the farmer that pulled it was running off to plant seeds, and no one seemed to want to take the task.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 06, 2009, 11:46:16 pm**

Whoops, I misread the map. It must have been going from characters to a tileset. In any case, marvel in awe at my previous quote:

Quote from: Christes on April 27, 2009, 07:10:49 pm  
Anyway, I'm curious how you're going to seal it all off. If you just erect a wall, a future overseer could just knock it down and go back to square one. To stop that you'd have to do something totally crazy like flood the fortress or something.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **June 11, 2009, 06:08:24 am**

"If we're going to stand at a post in the military," Aria explained, "Then we'd best arm up."

Murmurs of agreement came from the gathered dwarves, as each dwarf in Inky's "meeting hall" unit worked to don armor and weapons.

"Oh very well," Inky sighed, "you're putting that helmet on backwards, by the way."

"Oh! I wondered why the eye holes weren't lining up!"

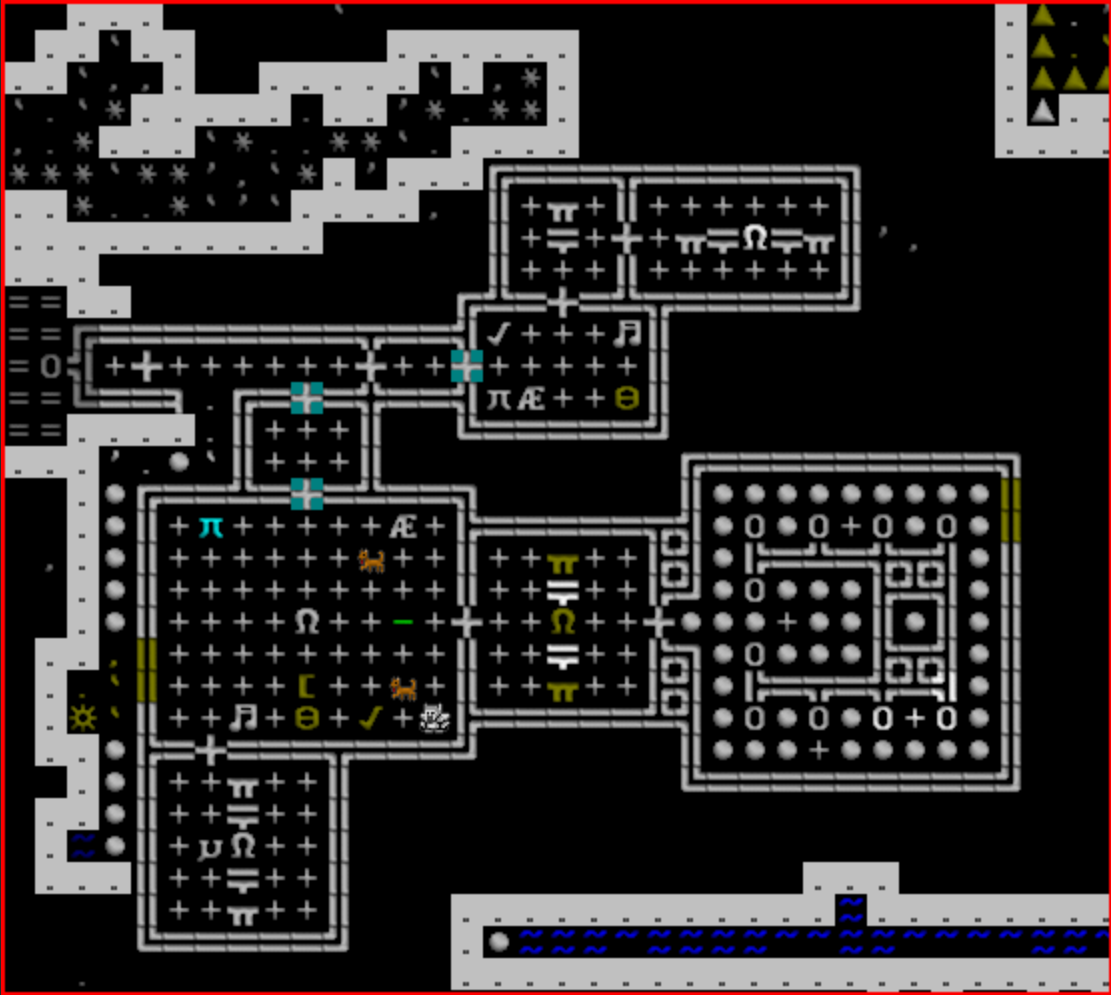
It was clear that Inky's plan might be delayed a bit longer.



((OOC: I can just see a bunch of dwarves, all trying to put on armor for the first time.... Perhaps this is the real reason it takes them so long?))

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **June 11, 2009, 07:24:22 am**

At last, the bunker had been sealed.



And not a moment too soon.



"You know, I thought we were done for, until that caravan showed up," commented Besmar, the tax collector, as she stepped forth carefully into the gloom of the Baron's new home, "I was moments away from hunting vermin for food myself!"

"As was I, me laddie!" The Baron laughed, "But if there be one thing a big game hunter learns, it's to tighten one's belt an' carry on, wot! Ye know, I don't think the dwarves who live here are very cheery sorts. Just look at this place! It's bloody gloomy!"

The Baron was spot on in his assessment. The warren of twisted tunnels they had come in to were little more than muddy holes, littered with detritus and rank with the smell of dead vermin. It was clear that they had not been used in some time. There was no sign of life, even the flies appeared to be dead, not that that stopped them from moving.

"We should never have come here," Besmar whispered, looking about anxiously, "Surely this place is cursed!"

"Bally rubbish! The only thing hauntin' this place be the bloody ol' mistress, and she only got here the same time as we did." Tulon scoffed, "Uh, not that you'll tell her I said that, right, m'gal?"

"I wouldn't dream of it!" said the tax collector with false astonishment, "She was upset enough that there wasn't anywhere to window-shop, you know how she loves to-- What was that??"



The two dwarves stood stock still as a soft sound drifted through the air, eerily out of place in the deserted fortress, yet somehow familiar...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 11, 2009, 12:15:09 pm**

Luckily for them, the entrance is above the river...

There are two entrances to the bunker, right? I hope you sealed both :P

Title: **Re: Halltraded succession game**  
Post by: **Mashirafen** on **June 14, 2009, 01:42:36 pm**

er, hey guys.

sorry I disappeared for so long and at such an inopportune time, computer went boom and then life and stuff got in the way but let's not go into that. but if halltraded is still going then you must've done fine without me. I wouldn't mind maybe taking another (hopefully more successful) stab at a turn at some point if you'll let me.

so what happened after I disappeared? how did take 2 of the goblin siege go? how's the fortress progressed since then? I haven't had a chance to read through everything yet.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 14, 2009, 09:18:44 pm**

Welcome back :D

It might be a long time getting to you at this rate.

Basically, a dragon showed up and fried people before dying.

Then bladekoris built a bunker underground and keldor just now moved all the inhabitants inside of it and sealed it off.

Currently there are the (surviving) old inhabitants inside the bunker and a set of new immigrants including the new nobility in upper region. There is also a massive flood in progress. So yeah, things are like normal.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **June 15, 2009, 08:54:38 am**

"I'm glad to see ye're up and about," Mosus Nakistosid, an engineer, said to Kel Endoklisid, her husband.

"Yeah, well," Kel replied, "It's all part of being a champion. We bounce back, ye know. Speakin' of which, how's ĭteb doing?"

ĭteb was Mosus and Kel's eldest daughter, who had become a champion, just like her father, ultimately being promoted to the head of his squad. Unfortunately, she had suffered a broken arm in a previous battle, and was still in bed, resting and recuperating.

"I dunno," Mosus shrugged, "I think she wanted some water or something. I guess some dwarf will get around to it one day. Speaking of which, have you seen Aban about lately?"

"Our son? I can't say I have."

"Oh well, I'm sure he'll turn up."

Title: **Re: Halltraded succession game**  
Post by: **Mashirafen** on **June 15, 2009, 10:54:33 am**

Quote from: Christes on June 14, 2009, 09:18:44 pm

Welcome back :D

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Currently there are the (surviving) old inhabitants inside the bunker and a set of new immigrants including the new nobility in upper region. There is also a massive flood in progress. So yeah, things are like normal.

ah, business as usual I see.

edit: just read through everything and damn, I want in again. sign me up, even if it could be a good damn while before I get my turn.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 15, 2009, 11:43:11 pm**

Well Bralbaard's been gone for a while and probably will for a bit more. You might not get listed right away :P

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **June 17, 2009, 02:28:08 pm**

I am back, Married and all :-)  
without babies popping up, as people here feared. We do own a cat though.

I see that the deadline for the turn has passed without causing any panic, and in fact without causing any other desired effect. Are you really close to finishing your turn Keldor?, if so, you can continue, if not, could you upload the save? It's been well over three months now.

I'll catch up with reading the story, and will update the turn sequence.  
In the meantime, enjoy this Halltraded-inspired drawing:

(<http://img269.imageshack.us/i/uristcancelsdrink.jpg/>) (<http://g.imageshack.us/img269/uristcancelsdrink.jpg/1/>)

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 17, 2009, 07:44:38 pm**

I decided not to raise Hell about it since it didn't seem to bother everyone else. You realize it's a year *in-game*, right Keldor? :P

Seriously though, you have the bunker done. That seems to be the big thing you were aiming for. I would recommend getting any other plot points done quickly, and uploading it.

For the record, I am going to be gone for most of July, but I doubt my turn will come up. If it does, I hope it can be postponed :P

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **June 18, 2009, 12:57:53 am**

Quote from: Christes on June 17, 2009, 07:44:38 pm  
I decided not to raise Hell about it since it didn't seem to bother everyone else.

True, actually it's fine with me if we wait for the turn to be finished, but let's have a definitive deadline this time, say, a week from this post, just to keep things going...

Title: **Re: Halltraded succession game**  
Post by: **Mashirafen** on **June 18, 2009, 12:58:48 pm**

maybe if we're lucky Keldor will finish sometime before Christmas.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bralbaard** on **June 18, 2009, 01:26:43 pm**

I just took some time to read all the posts I had missed during my absence. Funny how my attempt at farming has come back to haunt us. It's a good thing I didn't mess with lava during my first year...

Is the flood contained now, or are all our diseased heroes floating around in their tombs?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 18, 2009, 03:29:07 pm**

I got the impression that Keldor was just going to let the lower levels flood to seal it off.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 21, 2009, 07:28:24 am**

We actually only lost one dwarf to the flood - some random gemcrafter that was caught decorating his tomb with some new socks at the wrong time. Anyway, let's see if I can finish this off...

\*\*\*

Besmar the tax collector nudged the Baron, "That sounds like... a child! What would one of them be doing in this place??"

Tulon shrugged, "Maybe it be a banshee, wot? Oh-ho, will the Missus be shocked to hear that! Run and fetch my crossbow, that's a good lass!"

Besmar darted off toward the entrance, leaving Tulon alone with the eerie voice. It sang a traditional dwarven lullaby.

"Oh sleep little child, and get ye off to bed,  
For if ye nod off here, then that trap will smash your head,  
There'll be time for sorrow,  
When comes tomorrow,  
And the goblin snatchers to here are led!"

Before the voice could sing the next verse, however (which involved sweet dreams while gremlins pulled levers), Tulon caught sight of the source.

It was not, as he had feared, some vile undead banshee, nor a specter there to devour his soul. Rather, it was an actual flesh-and-bone dwarven child, a boy of perhaps seven.

The boy, seeing the Baron, stopped short his sang and waved cheerfully, calling out, "Hello! Do you know where everyone went? I fell asleep in the food stockpile and haven't seen anyone since."

"I was hoping you could bally well tell me the same thing. This rotten hole be the last place I expected a bloomin' child to pop up, eh, wot! Won'tcha be a good lad and tell me your name?"

"I'm Aban!" the child exclaimed, "Who are you?"

"What, don't you recognize me? I'm the bally Baron, wot!"

And so it was that the one dwarf who had been left behind when the bunker was sealed met the Baron.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 21, 2009, 01:43:41 pm**

Alright

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 22, 2009, 02:39:56 am**

In interest of finishing this thing already, I'm switching to journal mode.

Excerpts from the journal of Tulon Monomatul, Baron of Halltraded:

27th Malachite, 308:

That peculiar child we discovered wandering around several days ago has finally better described where the rest of the bally fortress dwellers have run off to. It seems that they have barricaded themselves in some sort of bloody bunker beneath the fortress. Besmar says that the lower levels are completely flooded, so no doubt the poor chaps are all drowned. I have decided to adopt the lad, seeing as his family is no doubt all dead. I just hope the missus doesn't spoil him silly, wot!

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 22, 2009, 02:58:28 am**

Journal of Inky Likotdural, Mayor of Halltraded:

4th Galena, 308:

At last, we have reached self-sustainment with food. We all had to tighten our belts a bit to get there, but the farms are now producing an excellent crop of plump helmets.

The next thing to do is see about constructing some defenses, as I feel that we are still vulnerable here. Maggarg calculates that the old armory should now be sealed off by the flood, but that the doors will have kept the room reasonably dry. If this is the case, then it makes sense to breach the room, so that we may have weaponry in the case of emergency.

5th Galena, 308:

After spending a day carefully chipping at the wall, alert for any signs of water, Maggarg has gained entry into the old armory! Except for a couple inches of water on the floor, the place is dry. It seems that the door was very nearly watertight after all. I've ordered a wall to be constructed across the door, just in case. Once that is done, the room will be completely watertight, and we can assess the supplies for signs of water damage.



Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 22, 2009, 03:14:35 am**

Journal of Tulon Monomatul, Baron of Halltraded:

6th Galena, 308:

Apparently Aban is older that we had thought. Just today the little whippersnapper declared that he has come of age! Jolly good I say!

**Aban Alãthtunom has grown to become a Tulon's Princeling.**

I shall have to take the strapping lad hunting some time.

In the meanwhile, it has come to my attention that I do not have a bloody bedroom! What happened to all the beds in here anyway? No matter, I'll have those layabout peasants get scooting and build some!

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 22, 2009, 03:29:58 am**

13th Galena, 308:

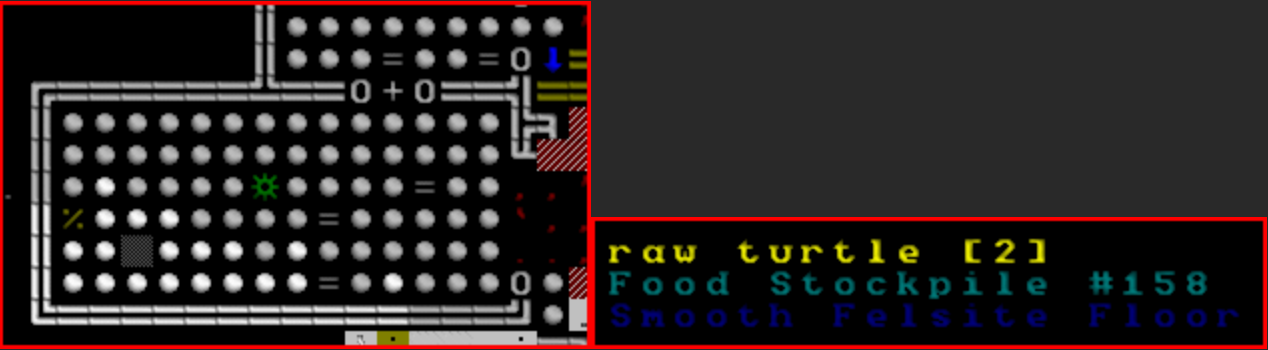
Besmar is getting rather rowdy as of late. Today she kicked down one of the fortress gates! Why she couldn't have bloody done it when we were still trapped outside is beyond me, wot!

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 22, 2009, 03:47:33 am**

Journal of Inky Likotdural:

20th Galena, 308:

I just found some raw turtle in the food stockpile. How the fishers managed to catch it when we're in a bunker under the land of undead carp is beyond me. In any case, it appears that a fishery is needed.



Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 22, 2009, 12:36:48 pm**



Well at least you have shells. Are there enough beds for everyone down there?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bralbaard** on **June 22, 2009, 01:43:02 pm**

The amount of wood must be scarce aboveground by now as well, iirc the undead trees do not grow back, once cut down.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 23, 2009, 04:14:40 am**

Can anyone confirm whether or not undead trees grow back? I've heard mixed information on them?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 24, 2009, 02:20:44 am**

Journal of Tulon Monomatul, Baron of Halltraded:

2nd Limestone, 308:

This is bally mutiny! One unscrupulous rotter of a thresher has decided to take out her anger upon the rest of us! I have ordered Kivish to teach the bloody blighter a lesson in respect with a few taps of her hammer, but she says that she cannot without proper access to a jail, wot! I suppose I shall have one built, assuming this scruffy lot ever get off their tushes!

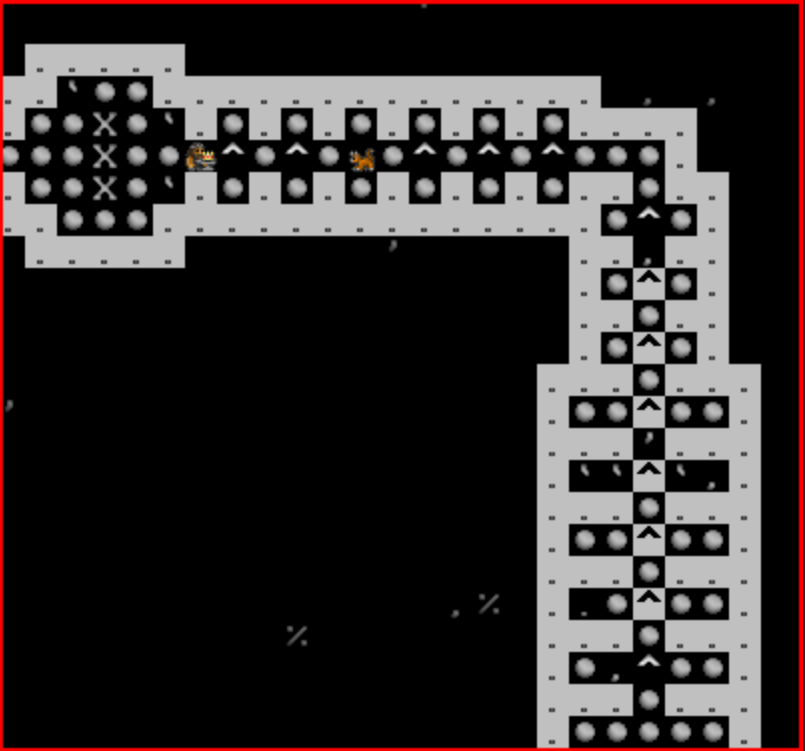
Sarvesh Kolstul, Thresher Kadol Olinlilar, Metalcrafter 'Keldor' Alāthkēshshak, Planter, Minkot Kolisan, Planter, Deceased Kadol Lisidnil, Former leader, De Bim Ishlumkulet Irolikal itdūn, F Astesh Istbaralāth, Planter, Dece Urvad Ingizostar, Furnace Operato Iden Mothdastedēm, Engraver, Dece Rith Astodathel, Miner, Deceased Kib Edimzuntīr, Planter, Deceased Olin Kacothmelbil, Recruit, Decea	Beating. 26 Days in Prison.  Officer: None Assigned.  Building Destruction.  Disorderly Conduct. Injured Party: Rakust Omerudil, Fish Cleaner Disorderly Conduct. Injured Party: ərith Feshurdim, Cow (Tame).
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Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 24, 2009, 02:43:03 am**

Journal of Inky Likotdural:

18th Limestone, 308:

I can hear them, picking away outside the bunker! We need more defenses, lest they breach our fortress! I have ordered some traps set up, just in case.



Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 24, 2009, 03:01:17 am**

If you do reinstate dwarven justice, I wonder what will happen in the bunker. Will there be all sorts of justice jobs canceled because of no access?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 24, 2009, 03:18:20 am**

Journal of Tulon Monomatul, Baron of Halltraded:

15th Sandstone, 308:

I just saw a blinkin' herd of dwarves carrying statues heading off toward the Missus's new rooms. Jolly good, I say, her statue garden will be complete in no time.



Actually, all the dwarves from back when don't have any sentences listed, so I guess their statute of limitations expired?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 24, 2009, 03:21:38 am**

Wait, her statue garden is THERE? HAHAAAAHA  
Will great burning commense in the future?

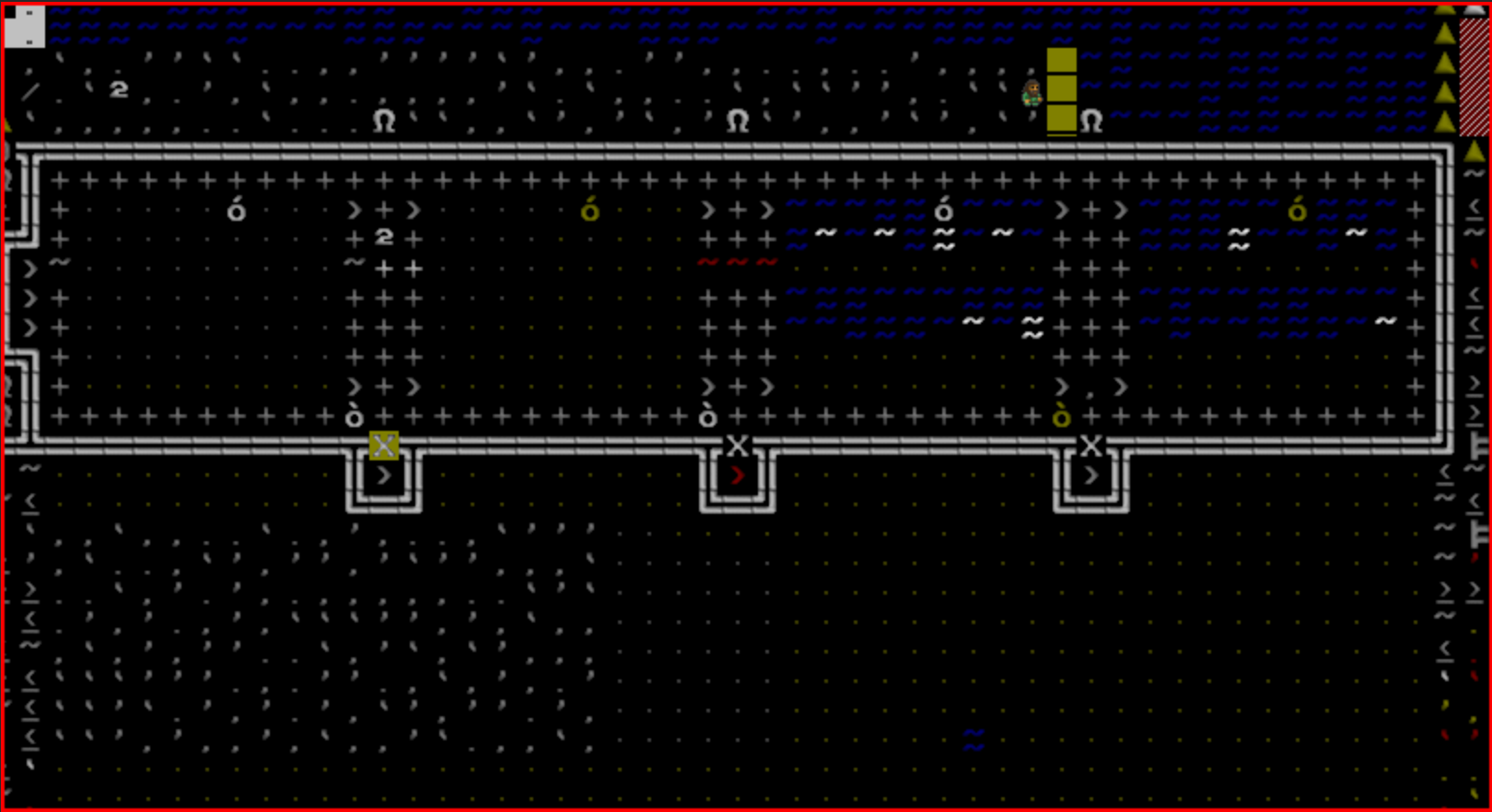
Quote  
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Either that or the offenders died. Or are the offenders from back then listed, but just with no sentences?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 24, 2009, 03:45:50 am**

16th Timber, 308:

I've just about had enough of looking at that bloomin' dam! It's not even bally finished, wot! I'll go tell the peasants to do something about that, wot, wot?

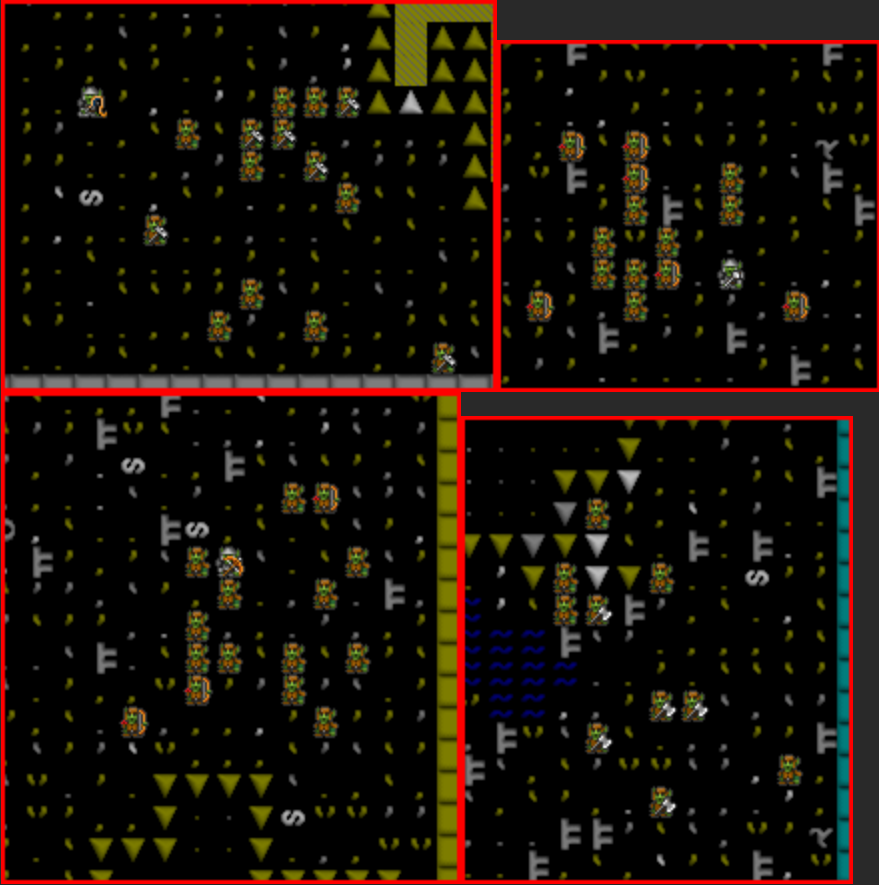


Just wait until you see where her tomb is...

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 24, 2009, 04:14:49 am**

12th Moonstone, 308:

Drat and confiscate these bloody goblins! They've laid a jolly seige, the rotten cads! I suppose I should get myself indoors, before the bally body parts fly, wot, wot?



Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 24, 2009, 04:18:48 am**

Quote from: Christes on June 24, 2009, 03:21:38 am

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Either that or the offenders died. Or are the offenders from back then listed, but just with no sentences?

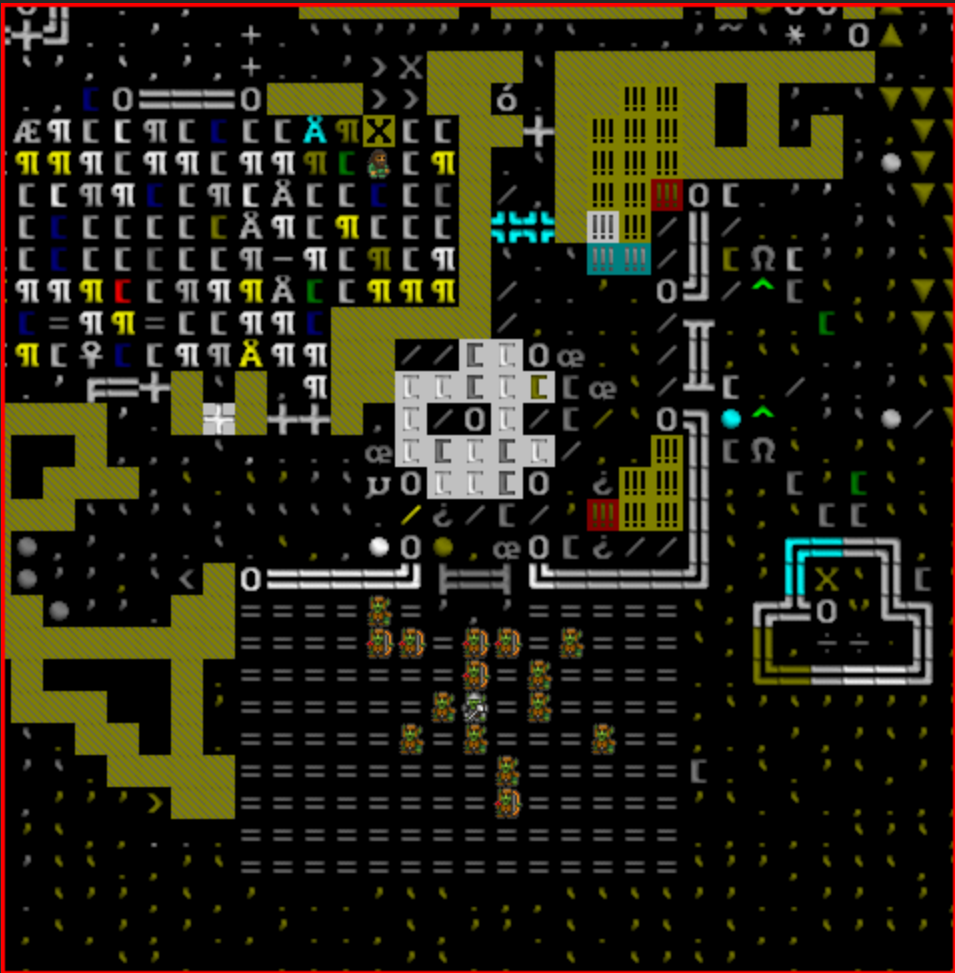
Well, *most* of the offenders are in fact dead, but the rest of them have a full screen of crimes but no sentences listed. That includes Inky, by the way, who is wanted for the murder of a mule. Zekrish also has a record, with 6 counts of disorderly conduct and one count of building destruction. Then there's some champion who murdered another champion AND a bull, did three counts of disorderly conduct, two counts of building destruction, and finally violated a production order. That champion has five notable kills, all of which are dwarves. :o  
  
Among the dead criminals is Keldor, with 6 counts of disorderly conduct, one count of building destruction, and one count of vandalism.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 24, 2009, 12:04:18 pm**

It would be cool if every person who has a turn could make a list of the fates of all the previous overseers at the end of their turn.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 25, 2009, 03:51:38 am**

14th Moonstone, 308:  
  
The goblins are right outside the gate! No, we are *not* lowering the bally drawbridges!



Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 25, 2009, 03:57:22 am**

15th Moonstone, 308:



My adopted son has gone and gotten himself bally shot by these bloody goblins! I don't know why the poor chap was out on the balcony at all.



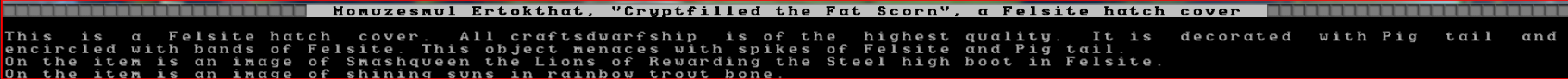
Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 25, 2009, 04:38:04 am**

19th Opal, 308:

The peasants I sent to retrieve my son's body have themselves been shot and killed. I told the stupid cads to be careful! Bally incompetence, wot!



One of the peasants just made a wonderful hatch cover. If only the goblins weren't there, I'd have it built in the entrance to the balcony, so that we could lock the blinkin' thing. In the meanwhile, we've run out of armor stands, and Kivish needs one for her hammer. At least, that's what she said. Those hammerers are really quite peculiar folk, wot, wot?



Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 25, 2009, 04:53:07 am**

Journal of Inky Likotdural:

2nd Obsidian, 308:

They're coming! I can feel their foul presence, chipping at the walls! We need more traps, even here, we're not safe! They will dig their way in, we must fortify! But my time as overseer is nearly over, I dearly hope my successor will continue building the bunker's defenses, for they will surely be needed one day...



They're coming...

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 25, 2009, 05:33:48 am**

Well, that was fun. ;D

Notes to future overseers:

Watch the bunker carefully, since it's still very low on food.

Also, be careful, the upper half of the fortress, at very least, is just a hair away from tantrum spiraling.

Oh, and mind the goblins. They're still lurking around outside in force.

map (<http://www.mkv25.net/dfma/map-6197-halltraded>)  
save (<http://dffd.wimbli.com/file.php?id=1142>)

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bralbaard** on **June 25, 2009, 12:41:01 pm**

I like the new prison, can't we put the trade depot somewhere in that area as well?

I will PM Bluerobin that his turn has arrived.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 25, 2009, 12:53:07 pm**

Awesome! I agree with Bralbaard - the new prison's location is perfect. But it looks like it is accessable from the outside. That could be an issue if a good dwarf is imprisoned in a siege like this.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **June 25, 2009, 01:40:32 pm**

Holy geez I completely forgot I signed up for a turn of this! I'll read through what's happened since I signed up and get to work on my turn. From the PM I got it sounds like this fort's gotten more... interesting since I signed up. ;D

EDIT: Hmm I just realized I may not get time to work on this until Sunday. We'll see what tonight and tomorrow end up being like though. If nothing else I'll probably have an introductory post or something up before Sunday.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bralbaard** on **June 25, 2009, 01:43:58 pm**

Quote from: Christes on June 25, 2009, 12:53:07 pm  
That could be an issue if a good dwarf is imprisoned in a siege like this.

Good dwarves, by definition, would not be imprisoned ;D.  
Anyhow, a battle on the prison grounds, in this location, would definitely be interesting to watch...

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 25, 2009, 02:02:12 pm**

Quote from: Bralbaard on June 25, 2009, 01:43:58 pm  
Quote from: Christes on June 25, 2009, 12:53:07 pm  
That could be an issue if a good dwarf is imprisoned in a siege like this.  
  
Good dwarves, by definition, would not be imprisoned ;D.

riiiiiight

Quote  
Anyhow, a battle on the prison grounds, in this location, would definitely be interesting to watch...

I'm imagining the Obi-wan vs. Anakin battle here.

Quote from: Bluerobin427 on June 25, 2009, 01:40:32 pm  
Holy geez I completely forgot I signed up for a turn of this! I'll read through what's happened since I signed up and get to work on my turn. From the PM I got it sounds like this fort's gotten more... interesting since I signed up. ;D

Lots of stuff happened. xD

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **June 25, 2009, 02:43:10 pm**

So... I haven't caught up reading yet, but I downloaded the file and took a look. Three and a half pages of invading goblins and 6 pages of dead dwarves? I think I'm going to keep this fort after my year and play it on my own to see what I can do with this... maybe I'll eventually be able to un-flood it.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 25, 2009, 03:18:07 pm**

I just read up from my last turn in under half an hour. You should be able to as well. I'd recommend it so you get an idea of the political situation. Oh and having read all of that, here are two interesting quotes from before the flood:

Quote from: Keldor  
It was then pure blind luck that this chamber had not doomed the fortress yet, for all an invader needed do was hop down the hole (Which was shallow, and easily accessable from outside), and pull the right lever, and the entire river would be diverted into Halltraded's underworks.  
  
While Inky appreciated the idea of a doomsday lever, and while such a device did indeed exist in many a fortress, never before had one been built in such easy reach of an invading army. Secondly, the chamber's existance must never be revealed. If word ever got out, he was certain that the goblins would hear about it, and the next siege would be Halltraded's last. Nay, even were the levers removed, the core mechanisms would still remain, awaiting only a somewhat skilled mechanic to unleash a watery doom. Besides, Inky reasoned, word of this weakness would weaken the peasantry's faith in his administration, putting the results of the next election into jeopardy.

Quote from: Christes  
Anyway, I'm curious how you're going to seal it all off. If you just erect a wall, a future overseer could just knock it down and go back to square one. To stop that you'd have to do something totally crazy like flood the fortress or something.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **NTheGreat** on **June 25, 2009, 04:58:03 pm**

I'll sign up for another year of this fort, although it seems to be in a bit of a mess currently, and it may be a while until I'll get a turn.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 25, 2009, 10:57:18 pm**

Actually, it'll be very easy to unflood. Just pull the lever in the control room again to close the floodgate and start building pumps.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 26, 2009, 12:33:02 am**

I was thinking you could hook it up to Christes's water tower for added fun.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bralbaard** on **June 26, 2009, 03:35:15 am**

Quote from: NTheGreat on June 25, 2009, 04:58:03 pm

I'll sign up for another year of this fort, although it seems to be in a bit of a mess currently, and it may be a while until I'll get a turn.

You´re added for another turn.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Maggarg - Eater of chicke** on **June 26, 2009, 11:05:49 am**

Quote from: NTheGreat on June 25, 2009, 04:58:03 pm

I'll sign up for another year of this fort, although it seems to be in a bit of a mess currently, and it may be a while until I'll get a turn.

My turn comes up soon.  
It can only get worse.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 27, 2009, 11:02:38 am**

Tomorrow, I'm taking a 6:00 flight out of town. I'll be spending the next 5 weeks in a summer math program at Texas A&M, so I won't have time for DF. I will probably be able to check the forums though.

If my turn comes up next month (possible now that Keldor is done :P), perhaps I could switch places with Bralbaard or something like that?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **June 29, 2009, 10:28:05 am**

Alright... I was a bit worried that I took too long to catch up, then I realized that most of what I was reading was all the same person. Regardless, after a weekend of birthday festivities, I'm finally caught up and sort of starting. I'm at work right now so I can't actually play, but I'll get myself oriented in the fortress when I've got breaks. Honestly I'll probably try and fix problems rather than perpetuating the sealing off of the bunker, but I guess we'll see what happens once I figure out how possible that is within the span of a year. I never was very good at fending off goblins without fairly heavy dwarf losses...

EDIT: I like the idea of hooking the unflooding up to the pump tower. It should be completely doable, so we'll see I guess.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 29, 2009, 12:16:05 pm**

Then build lots of traps. At this point I certainly don't care :P

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **June 29, 2009, 03:44:57 pm**

Alright, I got more time than I thought I would and I've played most of spring. I'll have a post up once I get home and get a few minutes to put it together.

EDIT: Here's my first update. First, a couple random things that I found and thought were kind of funny and didn't remember hearing about.



This is apparently where the dragon's being kept. He's in the cage in the picture and there's even a little hoard of some gems and some coins for him.



I kind of remember hearing about this, but I couldn't remember what it was for. This room is just randomly... there. It doesn't belong to anyone, and two of the staircases go up a floor or two and then just dead end. The only functional staircase goes to the outdoors. Maybe one of the sieging goblins wanted a little home away from home?



This goblin thief was freaking out the smiths trying to melt down some metal objects and do other jobs that were set when I took over my turn. I have no idea where he came from because he definitely wasn't there when I started, but he showed up sometime afterwards. The big question is how he got in because this was before I unlocked any doors or lowered any gates. I guess it's possible he was trapped in there whenever the fort was locked down and just wasn't discovered, but that's kind of odd.

There are also a lot of random passages that don't go anywhere. The one that really sticks out to me goes from the magma reservoir in the bunker through most of the fort, up a couple of floors, and the just dead ends right next to the magma pipe. I feel like it might have



been used to fill the bunker's magma reservoir, but I have no idea how it could have because there are no walls or anything like that to show how the magma flow was stopped. This fort's got some really weird stuff accumulated by now.

Anyway, here's a bit of what's been going on so far in Spring (in some strange, hybrid journal-type system):

My name is Robin Nitigiteb and today I was chosen by the baron as the one to take over for a year and restore some order to the fortress known as Halltraded. The fort's been through a lot, but I'm relatively new. Most of the previous inhabitants are either dead or sealed away in a bunker with the previous leader. There seem to be enough supplies for pretty much any project and food is certainly not in short supply, but we don't seem to have any drinks brewed! That's my second order of business.

First things first, though. I put the orders in to create a passage connecting the bunker, the floodgate control room, and the fortress proper. I've been in charge less than a day and I'm already getting notices of people being hungry and thirsty and I've got job cancellations every minute of the day because dwarves can't reach this or that. We've had enough trouble with a single united fortress and splitting us in two certainly doesn't make it easier to manage inventory, let alone recover the depths of the fortress from the flooding.

Listen to me I'm already ranting like a leader! Alright, let's keep this ranting going and maybe it'll motivate the rest of the dwarves!

-----

By the 13th of Granite the goblin siege was over and it was slightly more safe to go outdoors. Internal organization continues as bins are created and things go from here to there (I get a lot of notices about dwarves moving things, but not much about WHAT they are actually moving). I found the lever to turn on the pump tower and gave the order to pull the lever. Once the pump tower's reservoir is empty we can get to work connecting it to another network of pumps to drain the flooded parts of the fortress. First we have to build that other network of pumps, I suppose.

-----

The reservoir emptied relatively quickly and didn't flood the area too badly, which is good. Work was done to mine out tunnels connecting to the depths of the fortress so that pumps can be built. The reservoir stayed empty this whole time, so I figured the notes from the previous overseers about the pumps being necessary to refill it were true. Around the 20th of Slate the pump tower mysteriously started pumping more water. After weeks of its pumps running but having nothing to pump, everyone was very surprised. There didn't seem to be a reason why its reservoir would fill, since the pumps to fill it had never been turned on, but yet it seemed to have completely filled and caused the tower to begin covering the landscape in water. Unfortunately the baronness's statue garden has become flooded since it was open to the air, but other than that there doesn't seem to be any damage. Luckily, doors had been installed to control the flow of water out of the reservoir, so the newly mined tunnel system stayed dry. The only problem is now I have to figure out why the pump tower's reservoir suddenly filled.

-----

On the 25th of Slate a group of migrants arrived.

- 1 Miner
- 1 Stoneworker
- 1 Mason
- 1 Woodworker
- 1 Carpenter
- 1 Siege Engineer
- 1 Mechanic
- 1 Pump Operator
- 1 Weaver
- 1 Clothier
- 1 Thresher
- 1 Trapper
- 1 Glassmaker
- 1 Soap Maker
- 8 Peasants
- 2 Children
- 1 Wrestler

and some animals. That's 25 in total, bringing our population up to 93 dwarves. Time for them to get to work!

-----

Apparently a human trade liason had been attempting to get a meeting and just now finished his business and left. I wonder how long the poor guy had been waiting. He miraculously didn't seem to be getting impatient. If it were me, heads would have been rolling long before now.

-----

The pump tower is being added on to so that it can be used to pump out the flooded portions of the fort. Basically a long trough is being built, attached at the top, to funnel the water over into the dry river bed.

Also, I'm getting tired of thinking we have enemies attacking us when my advisors include caged goblins and undead creatures in their census of the creatures in the area. I've decided to build a platform that I can use to dump these creatures into the magma pipe.

-----

I must remember to apologize to Inky when I see him. I'm having the dining room expanded and his engravings had to be mined through. He does seem to have a bunch of other masterpieces around the fortress, though, so perhaps he won't mind. (OOO: He most definitely does mind, but it's not affecting his mood at all and he's still ecstatic.) The overall mood of the dwarves has improved greatly since the bunker was connected to the fortress proper and the only one who still seemed to be depressed was the baroness. Then she had a child, which immediately brings joy into the world of the mother (and solved my problem). Oh, while I'm discussing the baroness, a wall of her statue garden was temporarily removed to drain out the water and has since been replaced now that it's relatively dry.

All right, that's where I'm at a Spring is pretty much over. It looks like I'll be able to at least get the pumping started to dry out the fort and dwarves are happy. I'm really not sure where everyone's sleeping and I may or may not look into that further. My framerate's not too horrible (most of the time it's around 20ish) but I feel like it might get really bad once I start up the pumps. I guess we'll see. Also, I think I figured out why the pump reservoir filled up again. It was raining and I think the overflow did some weird stuff with the pressure calculations and basically instantaneously filled it. Regardless, it was really bizarre.

---

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **June 29, 2009, 07:17:03 pm**

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Yep, that tunnel was indeed used to fill the magma pipe. I had dug the final tile out by a channel from above, so as not to endanger the miners, and when the flood happened, water got to there and solidified the exposed magma, leaving it sealed off without a trace. The bunker magma reservoir wasn't full yet, so the rest of the lava in the tunnel drained down into it.

The dragon was placed there to guard the main entrance to the bunker. Naturally, dragons require hoards, which is why they make very good vault guardians, provided you never need to take any of the treasure out. You'll notice that the walls in the back of the room are constructed...

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **June 29, 2009, 07:42:35 pm**

Quote from: [Bluerobin427](#) on June 29, 2009, 03:44:57 pm  
This is apparently where the dragon's being kept. He's in the cage in the picture and there's even a little hoard of some gems and some coins for him.

Cute, huh?

Quote from: [Bluerobin427](#) on June 29, 2009, 03:44:57 pm  
I kind of remember hearing about this, but I couldn't remember what it was for. This room is just randomly... there. It doesn't belong to anyone, and two of the staircases go up a floor or two and then just dead end. The only functional staircase goes to the outdoors. Maybe one of the sieging goblins wanted a little home away from home?

From DFMA it looks like Bladekoris's turn. I look at his turn later if no one else does.

Quote  
There are also a lot of random passages that don't go anywhere.

The ones outside were for travelling without the evil fish seeing you. They're obviously obsolete now.

Quote  
This fort's got some really weird stuff accumulated by now.

Understatement

Quote  
Most of the previous inhabitants are either dead or sealed away in a bunker with the previous leader.

:o How did they find out?

Quote  
Around the 20th of Slate the pump tower mysteriously started pumping more water. After weeks of its pumps running but having nothing to pump, everyone was very surprised. There didn't seem to be a reason why its reservoir would fill, since the pumps to fill it had never been turned on, but yet it seemed to have completely filled and caused the tower to begin covering the landscape in water.

Odd. All I can think of it that's it's some sort of U-bend issue. Like the game suddenly realized that the resevoir is on the same level as the river so it should fill.

Quote  
Unfortunately the baronness's statue garden has become flooded since it was open to the air, but other than that there doesn't seem to be any damage.

Given the location, water is the least of her concerns ::)

Quote  
The pump tower is being added on to so that it can be used to pump out the flooded portions of the fort. Basically a long trough is being built, attached at the top, to funnel the water over into the dry river bed.

<3 Yay someone is using it. (Besides Keldor, of course :P)

Quote  
I must remember to apologize to Inky when I see him. I'm having the dining room expanded and his engravings had to be mined through. He does seem to have a bunch of other masterpieces around the fortress, though, so perhaps he won't mind. (OOC: He most definitely does mind, but it's not affecting his mood at all and he's still ecstatic.)

When the time comes, remember there's a huge dining room underwater. Just sayin'

Quote  
Also, I think I figured out why the pump reservoir filled up again. It was raining and I think the overflow did some weird stuff with the pressure calculations and basically instantaneously filled it. Regardless, it was really bizarre.

whoops didn't see this earlier. Well it's sorta what I said xD If even a 1/7 water formed on top of the river, it might just cause the whole thing to fill up at once.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Corona688** on **June 30, 2009, 09:57:48 am**

Quote from: [Christes](#) on June 29, 2009, 07:42:35 pm  
Odd. All I can think of it that's it's some sort of U-bend issue. Like the game suddenly realized that the resevoir is on the same level as the river so it should fill.

Maybe the game changed its mind which end was supposed to be lower.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Maggarg - Eater of chicke** on **June 30, 2009, 12:37:14 pm**

Is Maggarg still alive?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **June 30, 2009, 02:03:14 pm**

Maggarg and Aria have both been really, really useful. They're two of the few dwarves who are actually legendary at something. Maggarg's been really helpful mining and Aria's been great for any masonry.

The paths through the insides of the hills have been great for cleaning up the junk laying around out there without dwarves getting scared by the two or three random undead halfway across the map.

I'm up to early fall now, but I seem to have the opposite problem of a couple of the previous leaders (meaning I don't have a whole lot of notes). I do have enough to make a decent post though, so I'll do that later when I'm not at work.

EDIT: Here's the post.

Summer has come and we're still pretty busy. Progress is being made on organizing the flood pumping effort as well as the fort as a whole. An Elven liaison came and told me that the Elves want us to only cut down 100 trees until they come again next year. That's doable, although I don't know why they'd care about the dead husks that used to be trees in this cursed land. Also, a Human caravan arrived recently. I'll have to remember to find the trader and tell him or her to get down to the depot and trade them.

-----

Malachite has been a month with both good and bad. The month started off with a notice that migrants had decided to avoid us this season. All in all, that's probably a good thing because I still don't really know where everyone's sleeping. It seems like there are a lot of

rooms and might be enough beds, but I don't really know if everyone can afford the rooms that are available. Next, the platform over the magma was finished and the other dump sites were shut down. Now all garbage will be tossed into the magma. Unfortunately there are two or three goblin cages that got thrown into the various channels around the fort before I realized there WERE other dump sites, but hopefully they can be fished out later. The burning platform's first victims were the skeletal foxes that had been trapped in cages and have been annoying me for months now. As the smoke rose from the magma a smile spread across my face that hasn't left since. (OOC: uhh... if you toss a caged skeletal fox into magma does the cage explode and fire smoking fox bones all over the place? There was an unexplained pile of smoking refuse next to the entrance after I started chucking things in the pipe.)

Towards the end of the month the addition to the pump tower was finished and the pumps were turned on to hopefully empty the reservoir so pump construction could be finished. While we were waiting to see if it worked, trading with the humans commenced. Apparently sleeping, eating, and EVERYTHING ELSE POSSIBLE was more important than trading. Anyway, we traded as many of our knickknacks away as we could and got meat, drink, wood, and cheese in return. After trading was complete we checked on the reservoir and noticed that it wasn't draining. I guess it's time to bring in a few more pumps and just do this the right way.

-----

The end of the season was relatively uneventful. By the end of Galena the additional pumps were finished and the pumping had commenced. Once the reservoir is empty, one more pump will be added to fill the gap at the reservoir entrance.

In mid-Limestone the poor wrestler from the spring migration ran across a goblin ambush. He was killed by the goblins, but he took one of the group down with him. Also, as the champions were leaving the fortress to attack the ambushers they ran across two snatchers. One was quickly killed while the other was trapped in a cage. Once the champions got close to the group of ambushers they routed quickly and ran before the champions got within striking range. The champions have been busy throughout the season eliminating any undead that come within sight of the fortress and for a brief period of time the only animals sighted were fully alive, although not much less dangerous.

OOC: All right, that's basically it for summer. I'm probably going to take a day or two break and finish up fall and winter tomorrow or friday.

Title: **Re: Halltraded, land of the skeletal carp (succession)**  
Post by: **Christes** on **June 30, 2009, 11:28:24 pm**

From my first turn:

Quote from: Christes on August 11, 2008, 02:09:57 pm  
24 Moonstone 302: Work progresses on the tower. A skeletal fox has been captured in one of the cage traps. Be careful with that, folks.

I think we had that caged skeletal fox since year 2. That's a lot of time to be caged up :P

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Eagle** on **June 30, 2009, 11:51:36 pm**

Quote from: Bluerobin427 on June 30, 2009, 02:03:14 pm  
(OOC: uhh... if you toss a caged skeletal fox into magma does the cage explode and fire smoking fox bones all over the place? There was an unexplained pile of smoking refuse next to the entrance after I started chucking things in the pipe.)

This is what happens when you throw a caged enemy into magma; namely, the tile where the cage trap used to be spontaneously combusts. Its a known glitch.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **July 01, 2009, 12:27:48 am**

Ah ok, that'd be right then. Good to know.

Hmm... now I want to try using that for defense. Capture the next goblin siege group, then as the one after that attacks, toss the first group into the magma and maybe torch the second group?


Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bralbaard** on **July 01, 2009, 12:07:29 pm**

Just don't toss the dragon into some dump site, I like having it around.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **July 02, 2009, 09:30:00 am**

Haha definitely not. I'm basically just tossing the relatively easily replaceable goblins and undead stuff, and that's just because it kept showing up on the unit list and freaking me out a bit because I thought I had goblins invading when I didn't. That dragon's just cool :P

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **BlakeKoris** on **July 02, 2009, 10:39:20 pm**

Quote from: Bluerobin427 on June 29, 2009, 03:44:57 pm  
  
I kind of remember hearing about this, but I couldn't remember what it was for. This room is just randomly... there. It doesn't belong to anyone, and two of the staircases go up a floor or two and then just dead end. The only functional staircase goes to the outdoors. Maybe one of the sieging goblins wanted a little home away from home?

Yeah, I did that. It was an attempt to keep the Baroness imprisoned and miserable, before I opted to just off her. Had I gotten it right, there'd have been a bed, and a hole or two to drop off food. It should be linked to the old execution chamber from Aria's reign.

Check the notes for any odd tunnels. I wasn't able to finish up everything in the bunker and related areas. The tunnel from the Metalworks to the Bunker hallways was to keep the magma forges.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Heron TSG** on **July 02, 2009, 10:45:41 pm**

Of course! That's the only SENSIBLE solution.



Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **July 06, 2009, 09:09:42 pm**

Alright, update time! (finally!) Here's autumn, winter will be coming in the next day or two. I kind of forgot about my birthday (the 26th of June) and the 4th of July and lost a fair amount of DF time to family/other games. Now I just want to get this finished up though, so it should be done soon.

-----

By the first of Sandstone the final two pumps were in place; the first blocked off the water filling the pump tower reservoir and the second filled the reservoir with water pumped out of the depths of the fortress. The reservoir can still be filled from outside the fortress, but now the pumps specifically have to be turned on in order to do this, rather than simply letting the water pressure do the work. This will make it easier and safer to maintain the system in the future, however. The gear assemblies and axles are just being finished and then the whole system can be turned on and the draining of the flood can commence!

Also, in Sandstone we traded a few bins worth of trinkets and goblin leftovers for wood, booze, meat, cheese, and some good steel bolts. At first I felt like the steel bolts might be a little... luxurious, but when I remembered how many more bins of relatively useless junk we have I thought they would be worth it. I haven't traded any of the fine quality aluminum goblets, though. In case we somehow run out of supplies in the future I want to be able to have at least a few trade goods squirreled away.

-----

The events of the 14th of Timber:

Èrith Thîkutag, a novice miner, set out to breach the wall to the deepest parts of the flooded fortress. She traveled down floors and floors of stairs and finally arrived at the marked wall. She hefted her pick and began working. Scarcely two minutes later, water had begun pooling at the base of the wall and cracks riddled its face. With one final swing she broke through and turned to run. The cavern flooded much faster than she expected, however, and before she even realized it, the tunnel to the stairs -- her escape route -- was completely filled with water. She began to flail through the tunnel in an attempt to swim to the stairs. She was scarcely a third of the way down the hallway when her muscles began to give and her mind started to cloud. "They told me this was routine," she thought. "They told me that this type of maneuver had been done countless times before. 'Just break through and run for your life and you'll make it no problem' they said." Just as she was about to give up and let the rushing water claim her life, she noticed a shape at the end of the tunnel. Her pet donkey foal Eshtën had braved the water and jumped in to save her! Èrith began swimming with renewed strength as Eshtën slowly swam towards her. Finally she reached him and together they swam the last few feet to the stairs. Èrith firmly secured the door behind her and began the long trek back up the stairs thinking, "There is no WAY I'm doing anything like that again."

-----

By the end of autumn we had gone through the fortress plans to make sure the entire fortress would be drained. We had to remove some doors and demolish one wall, but now it's just a matter of time. Hopefully this project will be completed by the end of winter.

-----  
-----

A few things I learned about dwarven water pressure:  
-Fifteen floors of pressure makes water travel REALLY fast on the bottom floor (not really learned, but strongly reinforced)  
-Water would much rather flow down than up, even if there are whole floors of empty space to go up. This leads to a couple of strange occurrences. One floor emptied relatively quickly while the floors above and below it were still full of water.  
-Stairwells enjoy being waterfalls, but don't really like the water. The stairwells were almost instantaneously drained of water and remained so, even as the water was flowing.  
-Pumps are really, really good at what they do. The speed at which the water is draining is pretty sweet. Now... if only it would do it at faster than 6-10 FPS.

(Also, I killed a dwarf installing the pump that plugged up the reservoir hole and almost killed Aria too... :-\ whoops. Thanks to whoever installed the stairs in the u-bend, though.)

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **July 06, 2009, 10:10:00 pm**

Water pressure is really awesome.

So how deep do the pumps go?

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **July 07, 2009, 09:47:22 am**

All the way down. It was actually easier to just link up the pumps to the tunnels/catacombs on the very bottom level than it would have been on most of the other levels so that's what I did.

EDIT: and yes water pressure is awesome.

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Heron TSG** on **July 07, 2009, 09:51:23 am**

"How deep does it go?"

"All the way."

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bluerobin** on **July 07, 2009, 02:20:41 pm**

Alright I'm finished the year. I'll have a final update up later either today or tomorrow.

Here's the save: LINK (<http://dff.d.wimbli.com/file.php?id=1180>)  
Here's the map: LINK (<http://www.mkv25.net/dfma/map-6331-halltraded>)

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Christes** on **July 07, 2009, 04:55:55 pm**

Nice choice on tomb placement ;)

You'll get to join the afterlife party of Higar's family. I'm also really liking the wagon road. Good job.

My only concern is that the gears and mechanisms for the new pumps are really exposed. I know it was probably the only convenient way, but I never like leaving axels and stuff out for invaders and the like to break. Perhaps the next person can wall them in?

edit: I know this is terribly unfair and we've all done it, but I lol'd

[Spoiler](#) (click to show/hide)



Think they're using their hats as buckets or something? :P

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Keldor** on **July 07, 2009, 07:09:19 pm**

All of Inky's wonderful accomplishments, undone..  
:D

Title: **Re: Halltraded succession game: "Is that a waterfall running down the stairs?"**  
Post by: **Bralbaard** on **July 08, 2009, 01:05:11 am**

I send Muno syoan a PM, he has been inactive since May, so I hope he'll respond.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 08, 2009, 11:12:32 am**

Heh, Muno's second to last post was in this thread too.  
  
Are we giving Muno a week?

Title: **Re: Halltraded succession game**  
Post by: **Bluerobin** on **July 08, 2009, 12:52:16 pm**

Heh nice find Christes. I don't know if I was the one to write that note, but the hats-as-buckets theory make a great visual. :P Also, yeah I just basically picked a relatively easy way to get power to the pumps and up-and-over was how it happened. I had started adding walls and stuff up above ground, but didn't end up making it over to where the axles and gears were. They aren't even really necessary anymore assuming the fortress doesn't flood again :-\

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 08, 2009, 12:57:59 pm**

Quote from: Christes on July 08, 2009, 11:12:32 am  
Heh, Muno's second to last post was in this thread too.  
  
Are we giving Muno a week?

Sounds reasonable.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **July 08, 2009, 01:06:37 pm**

Quote from: Bluerobin427 on July 08, 2009, 12:52:16 pm  
Heh nice find Christes. I don't know if I was the one to write that note, but the hats-as-buckets theory make a great visual. :P Also, yeah I just basically picked a relatively easy way to get power to the pumps and up-and-over was how it happened. I had started adding walls and stuff up above ground, but didn't end up making it over to where the axles and gears were. They aren't even really necessary anymore assuming the fortress doesn't flood again :-\

Oh, I dunno, a permanent waterfall down the stairs could be a nice addition...

Maybe just a waterfall *beside* the stairs so the dwarves don't trip and fall too often.

Title: **Re: Halltraded succession game**  
Post by: **Bluerobin** on **July 08, 2009, 01:22:29 pm**

Quote from: Keldor on July 08, 2009, 01:06:37 pm  
Oh, I dunno, a permanent waterfall down the stairs could be a nice addition...  
  
Maybe just a waterfall *beside* the stairs so the dwarves don't trip and fall too often.

Haha that's a great idea for people in the future who think there's nothing left to do... even though that's most definitely not true :P

EDIT: Here's my last post!

I was told today that the tradition in this fortress, as in many others, is to allow rule for a year then to trade it off to someone else and let them have a year. That means this is my last season as the dwarf at the top (even if it is only unofficial). I've decided to clean up the outside of the fortress a bit with the time I have left. The beginning of that will be to finish removing excess obsidian around the dam and to begin construction of a road. I've taken a look at the stockpiles and I realized we have a collection of forty or so felsite statues that would look good at the sides of a road to guide caravans to the fortress. Also, we have a large excess of loose stone around the fortress, so I've told the masons-in-training to work on making blocks when they're between construction jobs. The legendary masons have been exempted since they've already mastered their craft. Hopefully we'll get enough felsite blocks to make the road at least somewhat presentable, since it would be a shame to make the road out of rough stone.

-----  
Moonstone was mostly occupied with preparation. Blocks were made and some preliminary work was done to patch up the flooring on the surface above the trade depot. The dam was cleaned up as well and now that the excess obsidian is removed it almost looks like it was built in the river rather than being carved out of the obsidian from the magma plug. It's an interesting and impressive effect.

Opal was fairly uneventful. At the beginning of the month some undead began wandering around the fortress again. It had been so long that I'd almost forgotten about them, but the problem was quickly solved by the military champion dwarves. The undead briefly disrupted road construction and knocked a few of the statues out of position before they were vanquished, but nothing serious. Draining of the flood proceeded fairly quickly as well and by mid-month most of the water was drained. It looks like some of the longer, winding tunnels won't be completely drained by the end of the season, but all of the space should be usable.

Obsidian was a rush to get things done. Pretty much the entire fortress is drained; the bottom floor is the only one with any significant amount of water and it is moving sluggishly because of the lack of pressure from above. It will eventually drain and I'll leave the pumps on to facilitate the process, but the previously inhabited portions have all been cleared. I put the switch for controlling the pumps near the switches to control the floodgates that started this flood. Also, in mid-month we ran out of melt-designated metal items. I hadn't done anything with this, but the furnace workers have been working pretty much the whole year to clear out whatever the past administrators had marked to be melted down. Finally, as I was having one of my final walks around the fortress I noticed the tombs of the previous leaders and I decided to add one of my own. I had my tomb set up with four obsidian statues and a masterfully crafted obsidian coffin. The walls are plainer than past leaders, but I've got statues!

With this I leave the fortress in the more-or-less capable hands of the next administrator.

-----

OOC: Alright guys, it's been a fun year. I have a few quick notes for subsequent leaders (feel free to read or not, of course!)

-I set up a quantum animal cage next to the primary dining room that I was using. I've been sticking the baby animals in it as they're born to try and keep the frame rate as high as possible, but feel free to use it or not.

-The road will finish itself (and it's almost done), so unless you really don't like it, I guess just leave it to be finished.

-There's a windmill being un-built because I built the support platform wrong. All it needs is to have the central floor (the one above the gear) deconstructed and it can be rebuilt if you want to use it.

-None of the unflooded stuff is being actively used. You might want to move workshops/dining room/meeting halls/stockpiles, but that's a pretty huge job.

-There's a random ramp going up out of the trade depot area (I marked it on the map). It's the start of a sky-bridge kind of deal that I was going to build for trade caravans, but ended up not doing. Like everything else, do with it what you will.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 08, 2009, 05:57:09 pm**

What's the rule on flooded rooms? Do they just get undesignated? Or does the furniture itself get unbuilt.

Whoever gets the fort next should probably look at previous maps to make sure what's what in the previously flooded areas. :P

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **July 08, 2009, 07:10:04 pm**

Quote from: Bralbaard on July 08, 2009, 01:05:11 am  
I send Muno syoan a PM, he has been inactive since May, so I hope he'll respond.  
I'm still alive, I'll get working on this tomorrow.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 08, 2009, 07:59:03 pm**

Sweet.  
  
So what's the deal? Got tired of DF? Just the forums?  
  
No offense, I'm just curious :)

Title: **Re: Halltraded succession game**  
Post by: **Bluerobin** on **July 08, 2009, 09:42:46 pm**

Such an awesome forum icon Muno. I highly approve.  
  
Also, I know I had basically completely dropped DF before I got the PM for this fort... and now I'm sucked right back into it. Nice job guys :P

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **July 09, 2009, 09:44:23 am**

Quote from: Christes on July 08, 2009, 07:59:03 pm  
Sweet.  
So what's the deal? Got tired of DF? Just the forums?  
No offense, I'm just curious :)

I still play DF, and read the devlog and Nist Akanth, I just stopped posting. I guess I didn't have much to add?  
Incidentally, I'll post an update this evening sometime.  
Also, Problem Sleuth is King. Just in case you didn't know.  
  
EDIT: Sweet Fancy Moses, this may take a little longer than I anticipated!

Title: **Re: Halltraded succession game**  
Post by: **Bluerobin** on **July 09, 2009, 05:46:21 pm**

Oh I just remembered something odd that I noticed on my turn. There are a few stockpiles that the dwarves seem to refuse to use. The large furniture stockpile (that I ended up getting rid of eventually) over by the mason workshops in the fortress proper never had furniture actually going to it. The same thing was happening to the other stockpile set to accept furniture. That was actually one of the reasons for making the road/lining it with statues... just to get rid of them. Hopefully it was just an issue with me, but I couldn't figure out what was wrong for the life of me.



Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **July 10, 2009, 07:45:11 am**

Yeah, I noticed some strange tile occupancy issues during my turn. That's why I had to build the second entrance, since wagons could no longer get through the first for some reason. Also, the balcony can't be finished since some of the open space squares show up as blocked. Then there's that strip of dirt in the middle of the dam. I suspect that somewhere along the line, we got a bit of file corruption.

Title: **Re: Halltraded succession game**  
Post by: **Bluerobin** on **July 12, 2009, 05:53:40 pm**

Quote from: Christes on July 08, 2009, 05:57:09 pm  
What's the rule on flooded rooms? Do they just get undesignated? Or does the furniture itself get unbuilt.  
  
Whoever gets the fort next should probably look at previous maps to make sure what's what in the previously flooded areas. :P

Just noticed this post :-\ From what I could tell, many of the rooms still had functional furniture (there were dwarves eating in the awesome dining room as it was still draining) but they were undesignated. A lot of the rooms looked like they HAD something in them but whatever was there was looted and pillaged to (possibly) build the bunker faster. Not really sure.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 12, 2009, 08:59:14 pm**

Well this *is* Halltraded we're talking about. ::)

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 12, 2009, 09:05:09 pm**

Quote from: Muno syoan on July 09, 2009, 09:44:23 am  
EDIT: Sweet Fancy Moses, this may take a little longer than I anticipated!

I didn't notice this until just now. Low FPS, I take it?

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **July 13, 2009, 06:53:16 am**

I did pillage all the bed rooms to make the bunker. That was mostly so that the dwarves wouldn't take turns going out of the bunker to sleep, instead opting to randomly go out to "Store Owned Item" :P

I also undesignated all the meeting areas and dining halls in the effort to get them to all go downstairs into the bunker at the same time.

Title: **Re: Halltraded succession game**  
Post by: **Bluerobin** on **July 13, 2009, 09:14:25 am**

Ah that explains the missing beds, Keldor.

Quote from: Christes on July 12, 2009, 09:05:09 pm  
Quote from: Muno syoan on July 09, 2009, 09:44:23 am  
EDIT: Sweet Fancy Moses, this may take a little longer than I anticipated!  
  
I didn't notice this until just now. Low FPS, I take it?

Huh I just noticed that too.

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **July 13, 2009, 04:58:18 pm**

Spoiler (click to show/hide)  
Quote from: Christes on July 12, 2009, 09:05:09 pm  
Quote from: Muno syoan on July 09, 2009, 09:44:23 am  
EDIT: Sweet Fancy Moses, this may take a little longer than I anticipated!  
  
I didn't notice this until just now. Low FPS, I take it?

Nope, my framerate sits at one hundred through thick and thin, it's just that I overdid it with the foundations of the thing I'm building and in the couple of hours I have free in evenings it's going to take a few days to complete. I did write this a few days ago, though. Things have moved on quite a bit since then, as you can imagine (i'm in late summer now).

EDIT: Also, never done a succession before. I spent the first few hours just moving stuff, bedrooms, stockpiles and dwarves around until I understood where everything was. It's weird, like driving someone else's car.

1st Granite, 310

Log of Endok 'Muno' Boltsshoved, Mason.  
This morning started slow. Went to do some stone detailing over in the graveyard. Never did like that place, I preferred something more stately. Anyways, I headed up from my cosy quarters planning out my work for the day when I was tapped gently on the shoulder. As I turned to greet and/or yell at the dwarf behind me, I recieved a much firmer tap. On the head. With a club.  
When I came to, I was holding what was apparantly the charbone sceptre of office and people were calling me Boss.  
Some dirty swine has promoted me! Without even a fair fight!

*\*A section of angry scribblings, best left ignored is here\**

Still, at the very least I can get myself something from this before I dump it on someone else. After I found out it was Aria who clubbed me, I forced her to take the Hoardmaster job back or lose her fabulously appointed tomb, so I'm only on the books as town 'manager' and how hard can that be?  
Light work, a new quarters and office. And maybe... that Graveyard... time for an extension, I think.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **July 18, 2009, 08:35:20 am**

I'd think it would be more like driving a car owned by about 10 separate serial killers and drug dealers, all of whom had taken bits out (like airbags) and put bits in (like home made turbochargers).

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 18, 2009, 09:10:32 am**

How's it coming Muno?

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 18, 2009, 10:24:11 am**

Could I maybe get a turn?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 19, 2009, 02:29:30 pm**

Sure, you're added to the list.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 20, 2009, 12:41:57 pm**

It's been a week since Muno logged on. Hopefully we'll have a big update soon.

Also, do you think we should maybe make a brief history of Halltraded for newer players? Maybe just a sentence or two for each overseer describing what they did and how things got the way they are. I made something sort of like that for myself earlier.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 20, 2009, 04:24:38 pm**

Greetings, bot. Thank you for gracing us with your presence.

Title: **Re: Halltraded succession game**  
Post by: **Bluerobin** on **July 21, 2009, 08:38:40 am**

Quote from: Christes on July 20, 2009, 04:24:38 pm  
Greetings, bot. Thank you for gracing us with your presence.

Hehe, nice.

Hope Muno decides to keep going on this.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 21, 2009, 12:37:08 pm**

Give Muno until the 27th to post in here? That's two weeks. I want to get this thing moving.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 21, 2009, 04:01:59 pm**

Sounds fair, I'll send a PM.

Title: **Re: Halltraded succession game**  
Post by: **Muno syoan** on **July 21, 2009, 05:33:13 pm**

Quote from: Christes on July 21, 2009, 12:37:08 pm  
Give Muno until the 27th to post in here? That's two weeks. I want to get this thing moving.

Sounds fair indeed :P  
Anywho, I've virtually finished my turn, but I'm a terrible writer. I'm going to post the whole year in basically two updates. The first will be tomorrow night when I get back from work. The second will hopefully be the day after when I've finished the year and uploaded the save. So, friday / saturday and Varkarrus gets a turn.

I hope you like ziggurats.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 21, 2009, 05:46:33 pm**

Yes I do, in fact.

And hey, just do journal entries. It's ok. Just try to stay in character.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 23, 2009, 04:44:46 pm**

I will be away for ten days, there's a good chance that the next turn comes up while I am away. Could somebody else please send the next person in line a PM if this happens ?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 23, 2009, 04:46:33 pm**

Will do.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 28, 2009, 07:03:39 am**

[clevery disguised bump]I sure can't wait until I get my second turn here.[/clevery disguised bump]

Right - I PMed Muno yesterday and have gotten no response thus far.

Muno had claimed to be basically done, so it would be shame to skip ahead.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **July 28, 2009, 08:12:01 am**

I can't wait for my next series of disasters.

Title: **Re: Halltraded succession game**  
Post by: **Solarn** on **August 03, 2009, 09:59:22 am**

Wait, I left the forums in February and only returned now and my turn still hasn't passed yet?

On one hand, holy crap, this is going slowly. On the other hand, yay, I still get a turn!

Title: **Re: Halltraded succession game**  
Post by: **Bluerobin** on **August 03, 2009, 11:01:05 pm**

On the third (hmm need to mod in a third hand...) hand, no news in two weeks? That's sad for Halltraded! Ziggurats please?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **August 04, 2009, 10:06:36 am**

I PMed Muno again. Hopefully, we'll get a response.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **August 04, 2009, 03:35:54 pm**

I'm back,

I also PM'ed Muno, as I had not seen Christes' latest Reply, I hope he's not bothered by the spam...  
Anyhow, I send a request for the savegame if he's unable to continue, I'd hate to throw away a year of progress.  
If no savegame or update is posted within a week, we should move on, in my opinion.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **August 11, 2009, 10:42:07 am**

OK, Muno has not responded, we have to move on.  
I've send Varkarrus a PM.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **August 18, 2009, 10:51:14 am**

no response...  
I've send Chazzyburger a PM, he's next in line.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **August 18, 2009, 12:51:41 pm**

At last, it is my turn to set upon the halls of... Halltraded... And make my mark upon the world!

I am unsure of what that is, but no matter!

I shall begin as soon as possible, trust school to start up back tomorrow... sigh

Title: **Re: Halltraded succession game**  
Post by: **CobaltKobold** on **August 20, 2009, 06:03:55 am**

\*peeks in, waves ☼◀☼Large Copper Dagger☼▶☼\*  
Would've sworn I'd posted in here...bumping so it's in my new replies list.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **August 20, 2009, 10:29:02 am**

Sorry guys, can't do it right now

Just been loaded on with 8 pieces of homework, 4 of them essays, great way to start up...

If you could postpone my turn, that would be great, thanks

And sorry!

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **August 20, 2009, 10:32:09 am**

Maggarg! ;D

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **August 20, 2009, 11:00:38 am**

yes, it's maggarg's turn, hide the chickens!

and nobody is tantrumming yet... :P

Chazzyburger, I swapped your turn with Maggargs.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **August 20, 2009, 11:39:17 am**

Alright! Another one of Maggarg's turns. And Maggard is even still alive if I recall correctly.



Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **August 20, 2009, 03:18:53 pm**

I'll start tomorrow.  
I'm too tired and unhappy today.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **August 21, 2009, 02:23:21 pm**

Quote from: Bralbaard on August 20, 2009, 11:00:38 am  
yes, it's maggarg's turn, hide the chickens!  
  
and nobody is tantrumming yet... :P  
  
Chazzyburger, I swapped your turn with Maggargs.

Thanks Bralbaard, sorry that I couldn't do it when asked

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **August 22, 2009, 02:27:29 pm**

Ugh, I hate to disappoint, but I can't do my turn.  
I'm posting this from an old laptop I salvaged in a garage sale.  
I can't get to the main PC because my parents have restricted me to an hour a week after my AS results bombed. I'd try to play, but this piece of electrical junk can barely browse two tabs at once. I'm frankly amazed it has XP.  
I'm hoping this'll all blow over in a month or so.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **August 22, 2009, 03:01:29 pm**

Hmm it seems this turn is cursed. :( Maggarg, do you want me to keep you on the list as I did with Chazzyburger? a month's time would likely put you somewhere after my turn.  
  
Also, I assume Chazzy will not have had time to finish his essays in such a short timeframe, I'm passing the turn on to Christes, Chazzyburgers turn will be the next in line.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **August 22, 2009, 05:01:39 pm**

Damn, so soon? I'll get on it. I'm a little busy too, but I'll try >.<  
  
Don't expect fancy updates, in any case.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **August 23, 2009, 07:16:41 am**

Quote from: Bralbaard on August 22, 2009, 03:01:29 pm  
Hmm it seems this turn is cursed. :( Maggarg, do you want me to keep you on the list as I did with Chazzyburger? a month's time would likely put you somewhere after my turn.  
  
Also, I assume Chazzy will not have had time to finish his essays in such a short timeframe, I'm passing the turn on to Christes, Chazzyburgers turn will be the next in line.  
That would be nice, thanks.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **August 24, 2009, 11:08:22 am**

**Journal of Domas 'Kolvar' Fikodtirist, mayor of Halltraded and creator of Dezremtom, the first idol of Halltraded.**

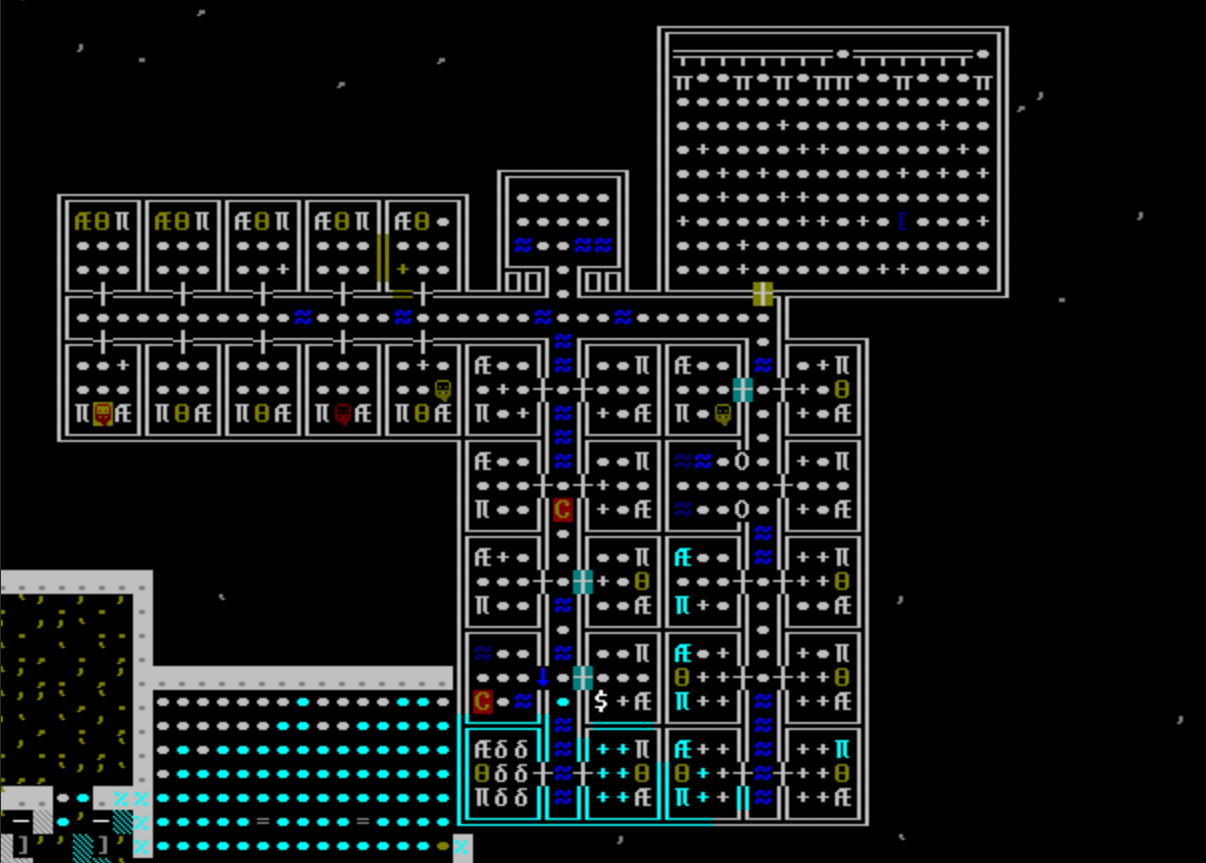
**31st Obsidian 309:** The previous overseer, Robin, came to me today and informed me that I was to lead the fortress the next year. Seeing as I am a long-time resident here and am currently *the mayor*, I find it quite fitting.

**1st Granite 310:** My first order of business was to expand the power platform in the river. This will require dwarves to disassemble many existing constructions, and temporarily remove our source of power but we are quite desperate.

**A**ctive  
Total Power: 440  
Total Power Needed: 439  
Stable Foundation

**4th Granite 310:**The majority of the bunker area has flooded! Many dwarves are trapped in their rooms. I have no idea why this happened, but the engineers speculate that removing power has caused this. I hate this place.

Spoiler (click to show/hide)



**10th Granite 310:** I ordered miners to relieve the flooded area by digging a shaft up to it from below. Maggarg herself oversaw the digging, which included taking out the last block and causing a flood.

---

The blast of water overwhelmed and disoriented her. Maggarg could see nothing and could hear only the sound of crashing water. She did the only thing she instinctively could. She swam. Dwarves may not be swimmers by nature, and Maggarg certainly was not an exception. But when it was life or death, Maggarg called herself to paddle forward, and paddle she did. She felt her body move through the water and she only hoped she could make it out before running out of air. Unbeknowst to her, she was swimming the wrong way, into the very flooded area she was trying to drain. She swam from hallway to hallway and room to room, but unsuprisingly could not find a way out. She was rapidly losing air, and she would black out soon enough.

Spoiler (click to show/hide)



Will Maggarg, the sole surving member of the original expedition, die a meaningless death in the flooded section of Halltraded? Tune in next time for the conclusion!

\*\*\*

Seriously folks, let's put our heads together. Why did the bunker just flood? Everywhere else is fine.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **August 24, 2009, 11:26:33 am**

The fortress has quite an interesting power and plumbing system because of earlier floods and my failed attempt at farming, way back then. There's tons of things that could go wrong. Then, I also seem to remember some earlier unexplained water related incidents, something with the water tower magically refilling, I am not quite sure on who's turn that happened though, or if it was ever explained.

ah.. interesting times once more.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 24, 2009, 04:34:37 pm**

This is getting really ugly, really fast.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Samus1111111** on **August 24, 2009, 09:27:12 pm**

If the fortress survives this long, I would like the next turn :)

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **EvilTwin** on **August 24, 2009, 11:22:32 pm**

wow, this sounds awesome... is it boatmurdered-rules or sparkgear-rules? (1 year&1 week/unlimited time&1 day?)  
noo, i haven't read the whole thread, the underwater-thingy took me here...  
in case it's boatmurdered rules i think i'd like to have one turn, if there's still turns left...

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **eerr** on **August 24, 2009, 11:27:54 pm**

Quote from: EvilTwin on August 24, 2009, 11:22:32 pm

wow, this sounds awesome... is it boatmurdered-rules or sparkgear-rules? (1 year&1 week/unlimited time&1 day?)  
noo, i haven't read the whole thread, the underwater-thingy took me here...  
in case it's boatmurdered rules i think i'd like to have one turn, if there's still turns left...

sparkgear is relatively unique in its approach to turns.  
Its safe to assume most fortress threads go by boatmurdered rules.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Demonic Spoon** on **August 24, 2009, 11:28:25 pm**

Yup, and that's one fo the things what makes Sparkgear so awesome :D.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **EvilTwin** on **August 24, 2009, 11:44:54 pm**

i read part of the SG threads, i know what you did there :D and so i can understand why you find them so awesome... anyway, i think i'll sign up for the next SG, in case there will be one (yes, sure it will ;D)

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Bralbaard** on **August 25, 2009, 01:22:01 am**

I'll add samus1111111 and eveltwin to the list.

Quote from: EvilTwin on August 24, 2009, 11:22:32 pm

wow, this sounds awesome... is it boatmurdered-rules or sparkgear-rules? (1 year&1 week/unlimited time&1 day?)

There's no week per turn deadline on this game, but it is highly encouraged to finish in a reasonable time frame, players do need to regularly post their progress, so we know they are still active (a post every couple of days). If there's no response for an extended period of time you will be skipped.

Quote from: EvilTwin on August 24, 2009, 11:22:32 pm

noo, i haven't read the whole thread, the underwater-thingy took me here...

It's definitely worth reading, this is not our first flood, and the flooding has really been one of our lesser disasters :-p.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 25, 2009, 02:44:21 pm**

Maggarg swam with her last once of strength. The world was beginning to go dark, but she continued forward, upward, turning fruitlessly to find an opening. But just as she was about to give up - *splash*. She surfaced, but not deep in the lower levels where she had originally been. Rather, she surfaced in the upper, unflooded area of the bunker. Fortunately, this area was above the water level of the river so it had not been flooded.

Spoiler (click to show/hide)





As Maggarg began to regain her composure she found herself next to another dwarf, the great armorer Muthkat Dedukebal, who had created a legendary high boot under the rule of Higar. The upper region to the bunker had never been reopened to the rest of the fortress, and with the flood, was now completely sealed off. Without a pick, Muthkat was unable to escape. Fortunately, Maggarg had never dropped her pick throughout the entire ordeal, so she made an opening to the rest of the fortress through the dragon-occupied treasure vault.

\*\*\*

**Journal of Domas 'Kolvar' Fikodtirist, mayor of Halltraded and creator of Dezremtom, the first idol of Halltraded.**

**10th Granite 310 cont.:** Maggarg barely made it out alive, and is now being regarded as a hero by the other dwarves. Her survival and rescue of our great armorer is a beacon of light in these dark times.

**11th Granite 310:** An elven diplomat arrived today. As if we have time to quibble about the undead trees around here...

**12th Granite 310:** As expected, the elven caravan has arrived. I quickly ordered some goods to be brought out but I'm too busy trying to control the flood to pay much attention to it.

**13th Granite 310:** It would appear that drilling a shaft to the flooded area was an error. We had all assumed that this flood was an isolated event, and that the waters would drain away as soon as it was breached. However, that is not the case - the water level is not changing. The flooded regions must be connected to the river somehow. Now the waters of the Fogs of Cremation flow freely into the underbelly of Halltraded. I have unleashed upon us a flood worse than the previous one! We must act fast. The forge level and below are a total loss. However we might be able to save the upper levels. I dispatched mason crews to try to erect walls around the vital stairwells before they are flooded.

**15th Granite 310:** The fortress is safe for the time being. The two major stairwells of Halltraded are flooded all the way up, but were sealed off from the rest of the fortress just in time. The total death toll is estimated to be under 10. It could have been much, much worse. I have ordered a full investigation into the cause of this disaster, and emergency mining measures to rescue trapped dwarves.

**19 Granite 310:** An ambush occurred today! As if we don't already have enough to worry about. The ambushers were slaughtered, but at the cost of one life.

**21 Granite 310:** Today I found an ancient, twice waterstained note from a previous overseer:

Quote from: Zekrish on December 09, 2008, 04:24:57 pm  
When stone hauling comes on again please finish my grave!

People seem to have overlooked this. Seeing as Zekrish is still alive and kicking, I happily comply.

**22 Granite 310:** We finally got to trading with the elves, but they had nothing of note. I also ordered the construction of a large number of hatch covers. I will make sure a flood like this never gets out of control again.

**23 Granite 310:** Power is back up and running! We are pumping water out of the depths faster than it is coming in from the river.

**25 Granite 310:** The baron met with elven diplomat today. She had some interesting things to say. Like how they take a "special interest" in the trees around here, and we should limit our tree-chopping ways.

Say what now?

The baron merely smiled, nodded and agreed to the demand. After all, they're only elves.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Judas Maccabeus** on **August 25, 2009, 04:35:15 pm**

I see this place hasn't improved much as far as quality of life is concerned since I last took a look at it. :P

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Maggarg - Eater of chicke** on **August 26, 2009, 06:57:50 am**

Maggarg proved her dwravishness once again, it seems.

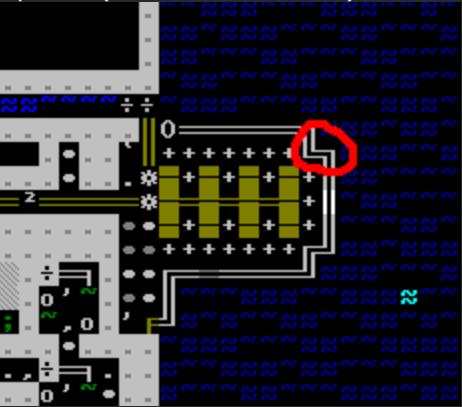
Maggarg - Swimmer of Floods.

**Report from the dwarven engineer's guild to Mayor Domas 'Kolvar' Fikodtirist concerning the Granite 310 flood of the Fortress Halltraded.**

It is the finding of this report that the Granite 310 flood of Halltraded was caused by the unlikely combination of three factors: The initial, rushed construction of the walls around the power platform, sloppiness in the deconstruction of said walls, and the decision to build a section of the fortress directly underneath the nearby river, The Fogs of Cremation.

Due to the rushed nature of the original construction, there was an awkward corner piece that made the wall difficult to deconstruct.

Spoiler (click to show/hide)



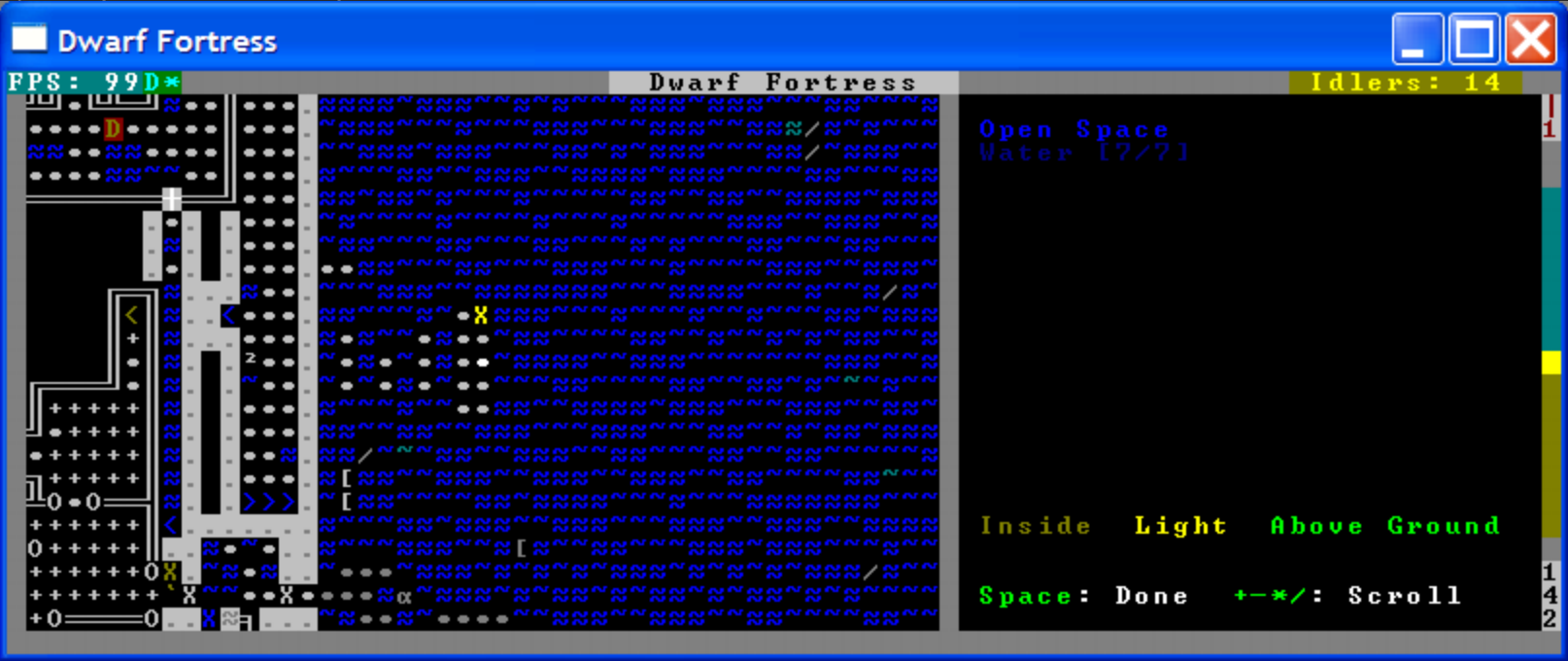
Under the circumstances presented to them, dwarven engineers were unable to secure this piece during deconstruction. After its neighboring pieces were removed, it fell into the river. The engineers thought little of it at the time, since they had been tasked to deconstruct it anyway. However, this corner piece was situated directly above a hallway in the Eastern section of the bunker.

Spoiler (click to show/hide)



When the wall fell, it punctured the riverbed and opened a hole into the bunker below, allowing water in.

Spoiler (click to show/hide)



The area immediately around the breach flooded instantly, killing some animals. However, no dwarves were present. The flood went unnoticed until it hit populated regions in the bunker, and by then it was too late to stop it. The situation was then exacerbated by a misguided attempt at relieving flooded regions which resulted in opening the rest of the fortress to the pressure-driven flood.

The forge area was quickly flooded, followed by the craftsdwarf area a level higher. However, Halltraded's elite masons were able to wall off the stairwells in the levels above just in time, saving the dining area and catacombs from being flooded. Some masons even gave their lives to save the fortress, sealing themselves in the flooded area.

-----

It is the recommendation of this report that Halltraded use strategically placed cave-ins to wall the majority of the fortress off from the upper bunker area, and then use the Robin-Christes pumping system to empty the flooded regions.

Additionally, this report recommends the extensive installation of floor hatches to reduce the effect of future floods

Whoopsie. I hope no undead carp find their way into the flooded part of the fortress.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 26, 2009, 01:24:30 pm**

Undead carp? What are those? I see no undead carp. ::)  
  
(Actually, the fishy menace has been gone for a little bit now. Maybe it will return later.)

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Bralbaard** on **August 26, 2009, 02:17:56 pm**

My congratulations to the dwarven engineer's guild for a well written report.  
  
Too bad that the offending rock is likely not recoverable, it could have made a nice statue for those that were killed in the flood.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **CobaltKobold** on **August 26, 2009, 02:21:54 pm**

Halltraded: exploring new and inventive ways to flood ...and survive!

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 26, 2009, 02:24:10 pm**

Totally possible to recover. It would just require damming the river upstream. That would most likely require the pumping method. We'll have more than enough power..

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **ChazzyBurger** on **August 26, 2009, 04:00:24 pm**

Quote from: Christes on August 26, 2009, 02:24:10 pm  
Totally possible to recover. It would just require damming the river upstream. That would most likely require the pumping method. We'll have more than enough power...

"We can rebuild it, we have the technology"  
  
"But how sir, no pumps could even try and pump that amount of water..."  
  
"Silence! If wooden pumps can pump magma, why the bloody hell can't we pump this!"  
  
"Because the Elves have asked us to stop cutting down trees!"  
  
"... Fuck..."

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 26, 2009, 04:15:42 pm**

People overlook the fact that damming it upstream would stop the waterwheels from working :P

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **EvilTwin** on **August 26, 2009, 06:19:46 pm**

well, damming requires only power until the damn is finished. so, while building the damn, we'll still have power

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **(name here)** on **August 27, 2009, 10:17:25 am**

Couldn't we just drop magma onto the breach?  
  
Actually, a map for purposes of strategy making might be nice.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Bralbaard** on **August 27, 2009, 10:52:09 am**

This would have been quite disastrous if the fortress had been divided in two populations, as we planned earlier, (and if we had roleplayed this correctly, with both populations being unaware of eachother) The aboveground dwarves would have triggered the flood in the bunker, and would never have known that something was wrong, while the bunker population would have had nowhere to run to, and would have drowned before they knew what was going on...

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 27, 2009, 11:54:19 am**

Quote from: (name here) on August 27, 2009, 10:17:25 am  
Couldn't we just drop magma onto the breach?  
  
Actually, a map for purposes of strategy making might be nice.

Well, you'll see a map when I'm done. I'm not going to bother unflooding that section of the fortress. The problem with dropping lava on it is that the entire fortress is in the way. There really is no path. For Keldor's dam, the lava barely went around the fortress. If you want to do it, power to you. There isn't a whole lot in that section anyway, however, and I'm not really happy with the idea of building directly under the river anyway.

Quote from: Bralbaard on August 27, 2009, 10:52:09 am  
This would have been quite disastrous if the fortress had been divided in two populations, as we planned earlier, (and if we had roleplayed this correctly, with both populations being unaware of eachother) The aboveground dwarves would have triggered the flood in the bunker, and would never have known that something was wrong, while the bunker population would have had nowhere to run to, and would have drowned before they knew what was going on...

I thought about that. Keep in mind, though, that there was a section of the bunker that didn't flood. They could probably survive up there, but would probably break out and find the other dwarves.

You know, this whole thing kind of reminds me of that show "Engineering Disasters." The disasters they show are usually complicated like this.



I got 2.5 more months:

---

**Journal of Domas 'Kolvar' Fikodtirist, mayor of Halltraded and creator of Dezremtom, the first idol of Halltraded.**

**13 Slate 310:** A child is tantrumming. Hopefully we won't have a full-blown riot like in previous years.

[Spoiler \(click to show/hide\)](#)

Inod Uvardakost, PeasantConstruct Building  
Thob Kirbesmar, ChildStarting Fist Fight  
Too Anullilae, Child

**25 Slate 310:** Sarvesh Kasurist, a woodworker, has gone very secretive. She has claimed a carpenter's shop for herself. She is gathering wood, bones, and cut gems.

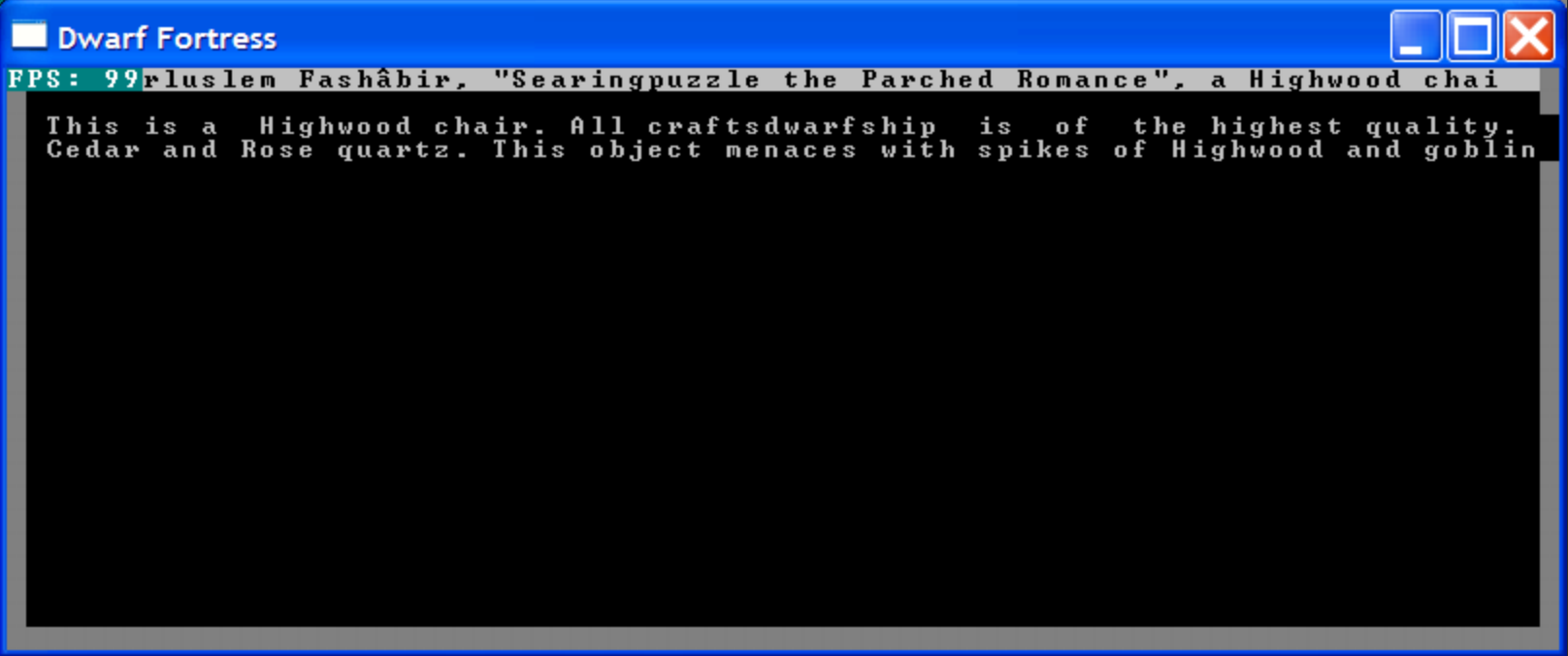
**2 Felsite:** A skeletal deer has gotten into new construction area. Dwarves are scrambling over each other to get out of the way.

[Spoiler \(click to show/hide\)](#)



**3 Felsite 310:** Momuz Thinnedrooms destroyed the deer, lauching it into the miner Meng Eralitdun. Meng is doing okay. Also, the secretive carpenter has completed an artifact chair. She now demonstrates an uncanny ability at carpentry.

[Spoiler \(click to show/hide\)](#)



**5 Felsite 310:** More migrants! This is unprecedented. Our population is back up.

**30 Felsite 310:** This month was uneventul. The draining is almost complete and progress is going forward on the production and installation of floorhatches. Halltraded is also moving up as dwarves continue using excess stone to construct the higher levels. Perhaps this will be a good year after all.

---

**2 Hematite 310:** A large number of dwarves were wasting their time partying today. It started out as a celebration of surviving the flood, but now it's just an excuse to avoid work. I told them to get back to their posts.

**16 Hematite 310:** A human diplomat arrived today. Hopefully the meeting will be as pithy as usual.

**17 Hematite 310:** A human caravan arrived, right behind the diplomat, as expected.

**18 Hematite 310:** Disaster! One of the human wagons has mysteriously caught fire, but is still heading straight for the depot! There's booze there!

[Spoiler \(click to show/hide\)](#)



oh god I can see the explosion happening.

[Spoiler \(click to show/hide\)](#)



Noooo. Now several humans are on fire and running into the fortress. Get out. Go away! Die!

**19 Hematite 310:** It appears as if the humans have decided to leave. They are leaving a trail of smoke as they go.

[Spoiler \(click to show/hide\)](#)

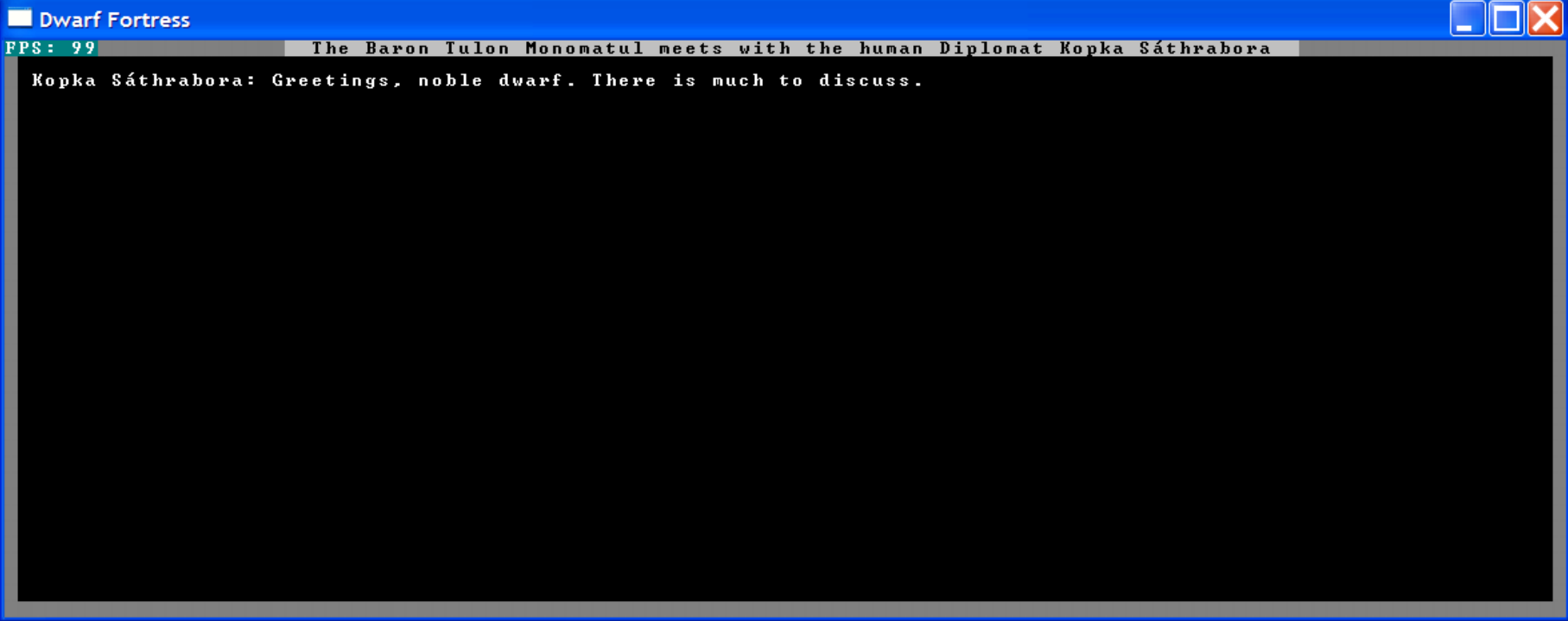




20 Hematite 310:

[Spoiler](#) (click to show/hide)





I'd say so, LIKE HOW YOUR WAGON JUST EXPLODED.

**21 Hematite 310:** Fuck. The other goods at the depot caught on fire, including ours - the ones the dwarves just brought back in. The leather is boiling, oh god the leather is boiling.

[Spoiler](#) (click to show/hide)



\*Journal ends, scorched\*

[Spoiler](#) (click to show/hide)

Dwarf Fortress

FPS: 99

Dwarf Fortress

Aban Lilarrovod, Weaver cancels Store Item in Stockpile: Getting something to drink.

ezum Oslanroder, Bowyer cancels Store Item in Stockpile: Getting something to drink.

Alâth Inodîlun, Siege Operator cancels Store Item in Stockpile: Going to bed.

Eshtân Oshurinod, Furnace Operator cancels Store Item in Stockpile: Getting something to drink.

Besmar itoncudîst, Tax Collector cancels Store Owned Item: Interrupted by Zombie Deer.

Shorast Mafolshetbêth, Planter cancels Store Item in Stockpile: Getting something to drink.

Aban Ginetmonom, Engineer cancels Drink: Job item lost or destroyed.

'Kolvar' Fikodtirist, Mayor cancels Store Item in Stockpile: Job item misplaced.

Aban Ginetmonom, Engineer cancels Store Item in Stockpile: Job item misplaced.

'Kolvar' Fikodtirist, Mayor cancels Store Item in Stockpile: Too injured.

'Kolvar' Fikodtirist, Mayor's mandate has ended.

'Kolvar' Fikodtirist, Peasant has died in the heat.

Kogsak Oddomartob, Cat <Tame> has given birth to kittens.

Dwarf Fortress

FPS: 99

Dwarf Fortress

Aban Orstistlikot, Donkey <Tame> has died in the heat.

Zulban Alâthâm, Lye Maker cancels Store Item in Stockpile: Job item misplaced.

'Inky' Likotdural, Engraver cancels Store Item in Stockpile: Job item misplaced.

Lolor Osodgoden, Thresher cancels Store Item in Stockpile: Job item misplaced.

Inod Uvardakost, Peasant cancels Store Item in Stockpile: Job item misplaced.

'Inky' Likotdural, Engraver cancels Store Item in Stockpile: Job item misplaced.

Stâkud Locunatîr, Weaponsmith cancels Store Item in Stockpile: Job item misplaced.

Mafol Nethfikod, Pump Operator cancels Store Item in Stockpile: Job item misplaced.

'Inky' Likotdural, Engraver has died in the heat.

Udil Lorbamzatat, Peasant cancels Store Item in Stockpile: Job item misplaced.

Kivish Othilfeb, Cook cancels Store Item in Stockpile: Job item misplaced.

Meng Eralitdûn, Miner cancels Store Item in Stockpile: Too injured.

Dwarf Fortress

FPS: 99

Dwarf Fortress

Meng Eralitdûn, Miner has died in the heat.

Eral Ningbomrek, Herbalist cancels Store Item in Stockpile: Job item misplaced.

Zasit Edtûlstukos, Trapper cancels Store Item in Bin: Job item misplaced.

Likot Sibrekedim, Cook\* cancels Store Item in Stockpile: Job item misplaced.

Fikod Lulârkogan, Dog <Tame> has burned to death.

Inod Uvardakost, Peasant cancels Store Item in Stockpile: Job item misplaced.

Goden Bomrekegen, Cow <Tame> has died in the heat.

Zulban Alâthâm, Lye Maker cancels Store Item in Stockpile: Job item misplaced.

Udil Lorbamzatat, Peasant cancels Store Item in Stockpile: Going to bed.

Stâkud Asmeltorish, Peasant cancels Store Item in Stockpile: Job item misplaced.

Tosid Lisidmedtob, Miner\* cancels Store Item in Stockpile: Dangerous terrain.

Rith Likotkonad, Jeweler cancels Store Item in Stockpile: Going to bed.

Aban Ginetmonom, Engineer cancels Store Item in Barrel: Getting something to drink.

Eral Ningbomrek, Herbalist cancels Store Item in Stockpile: Getting

Dwarf Fortress

FPS: 99

Dwarf Fortress

something to drink.

Rith Udibamal, Mechanic cancels Store Item in Bin: Getting something to drink.

Mafol Nethfikod, Pump Operator cancels Store Item in Stockpile: Job item misplaced.

Kadol Mûthkatteshkad, Wood Burner cancels Store Item in Stockpile: Job item misplaced.

Thob Stettadlikot, Hunter cancels Store Item in Stockpile: Going to bed.

Kivish Othilfeb, Cook cancels Store Item in Stockpile: Job item misplaced.

Besmar itoncudîst, Tax Collector cancels Store Owned Item: Interrupted by Zombie Deer.

Stâkud Asmeltorish, Peasant has died in the heat.

Sarvesh Kâsurist, Woodworker\* cancels Store Item in Stockpile: Job item misplaced.

Zulban Alâthâm, Lye Maker cancels Store Item in Stockpile: Going to bed.

Mûthkat Dedukebal, Armorer cancels Store Item in Stockpile: Job item misplaced.

Adil Kosothunâl, Planter has bled to death.

Goden Gethnîl, Peasant cancels Store Item in Stockpile: Job item misplaced.

---

Time to douse the fire, I guess =/

WTF? ::)  
Attacked by a burning suicide trade caravan, I did not see this comming :o

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 27, 2009, 02:23:13 pm**

Halltraded, now on fire ... again xD

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **EvilTwin** on **August 27, 2009, 02:24:57 pm**

everythings burning and it wasn't your fault? what a shame... at least the dwarves like that watering system now...

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Bralbaard** on **August 27, 2009, 02:29:35 pm**

Quote from: Christes on August 27, 2009, 02:23:13 pm

Halltraded, now on fire ... again xD

Yes, this deserves a change of title, I do expect a new accident report from the engineering guild as to how the heck this happened....

Edit: I somehow missed the casualties when first reading this, this is looking bad, and both Kolvar and Inky have died too...

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 27, 2009, 03:00:56 pm**

Quote from: EvilTwin on August 27, 2009, 02:24:57 pm

everythings burning and it wasn't your fault? what a shame... at least the dwarves like that watering system now...

Pretty sure this one wasn't my fault. I have a theory, though.

Kolvar was the guy I was playing as too. Time for a new choice!

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **(name here)** on **August 27, 2009, 04:45:30 pm**

that one was...

Unique.

Seriously, that's not somthing i've heard of happening in normal gameplay.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **varkarrus** on **August 27, 2009, 08:49:07 pm**

Sorry, I was gone all month visiting relatives. Seriously. ::)

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Judas Maccabeus** on **August 27, 2009, 10:06:14 pm**

Trade caravan spontaneously combusts and lights all the trade goods on fire? Just a normal day in Halltraded.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Keldor** on **August 28, 2009, 12:55:13 am**

I guess I really should have heeded those warnings of damp stone while I was digging the bunker...

Isn't this the way that Boatmurdered went? Random fire? XD

I noticed some smoke over the lava pit - could that have anything to do with it? Did someone try dumping a caged creature into the lava? They have a funny way of teleporting back to the caging site when the cage is destroyed.

Conscript all the survivors and have them stand is some of the flood water?

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 28, 2009, 02:23:09 am**

I figured out what happened, but I'll save that for the engineer's report.

Quote

I noticed some smoke over the lava pit - could that have anything to do with it?

Very observant. That was always there and has nothing to do with it. Some jokster decided to dump lignite in lava. Please don't do that folks, you will have neverending smoke.

Quote

Conscript all the survivors and have them stand is some of the flood water?

Heh, we went far beyond that. But yes, it's nice that we have lots of water standing around. I honestly have to say that this is one of the few times DF has proven challenging to me in a long time. I guess since other people are involved, I'm really working hard to mitigate damage. In a fortress for myself I'd just say screw it and let everyone die.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Neruz** on **August 28, 2009, 02:34:00 am**

There was nothing random about Boatmurdered's fires, they had a magma accident if i recall correctly and somone caught fire, he died and immediately all the dwarfs in the fortress ran over to put on his still burning clothes (thus setting themselves on fire) or began tantrumming.



Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 28, 2009, 02:41:29 am**

The ground level was filled with smoke. The dwarves could see nothing, and many blundered into their doom in the fire-filled level. Still more dwarves ran about while on fire, spreading the conflagration around. Rith Ubidamal, the skilled mechanic had been carrying goods to the depot when the explosion occured, and she was lucky not to be killed then and there. In the chaos following the initial event, she had managed to find her way through the smoke and bodies to the next level down. What she there saw stopped her in her tracks.

Spoiler (click to show/hide)



A flaming dwarf had found the way to the food and booze stockpile right before dying. And many dwarves were milling about that very stockpile, confused and disoriented. When dwarves panic, you see, the first thing they go for is the booze. Now a fire raged, ready to engulf the explosive booze at any second, killing countless dwarves. Rith screamed for all the dwarves to follow her, and headed down to the lower levels that had only recently been flooded.

Spoiler (click to show/hide)



There, they waited.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Neruz** on **August 28, 2009, 03:12:22 am**

So the top is on fire and the bottom is underwater?

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 28, 2009, 10:27:19 am**

It's mostly drained. I followed the advice of the engineer's guild.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Vieto** on **August 28, 2009, 10:39:03 am**

Quick! Flood the fortress again!

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Demonic Spoon** on **August 28, 2009, 10:43:19 am**

Execpt this time do it with magma ;D

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 28, 2009, 11:03:35 am**

Quote from: Vieto on August 28, 2009, 10:39:03 am

Quick! Flood the fortress again!

xD I actually would, but the fires are above the water level.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **NTheGreat** on **August 28, 2009, 01:16:24 pm**

I wonder if you should try activating the pump tower, assuming it hasn't stopped working from the fiddling of a previous ruler.

Then again, the last thing you want is more water.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 28, 2009, 01:33:07 pm**

The pump tower has been redirected to go into the river, so it can empty the flood. I believe Robin did that to empty the first flood. I used it to empty the second. I would've done that right away, otherwise.

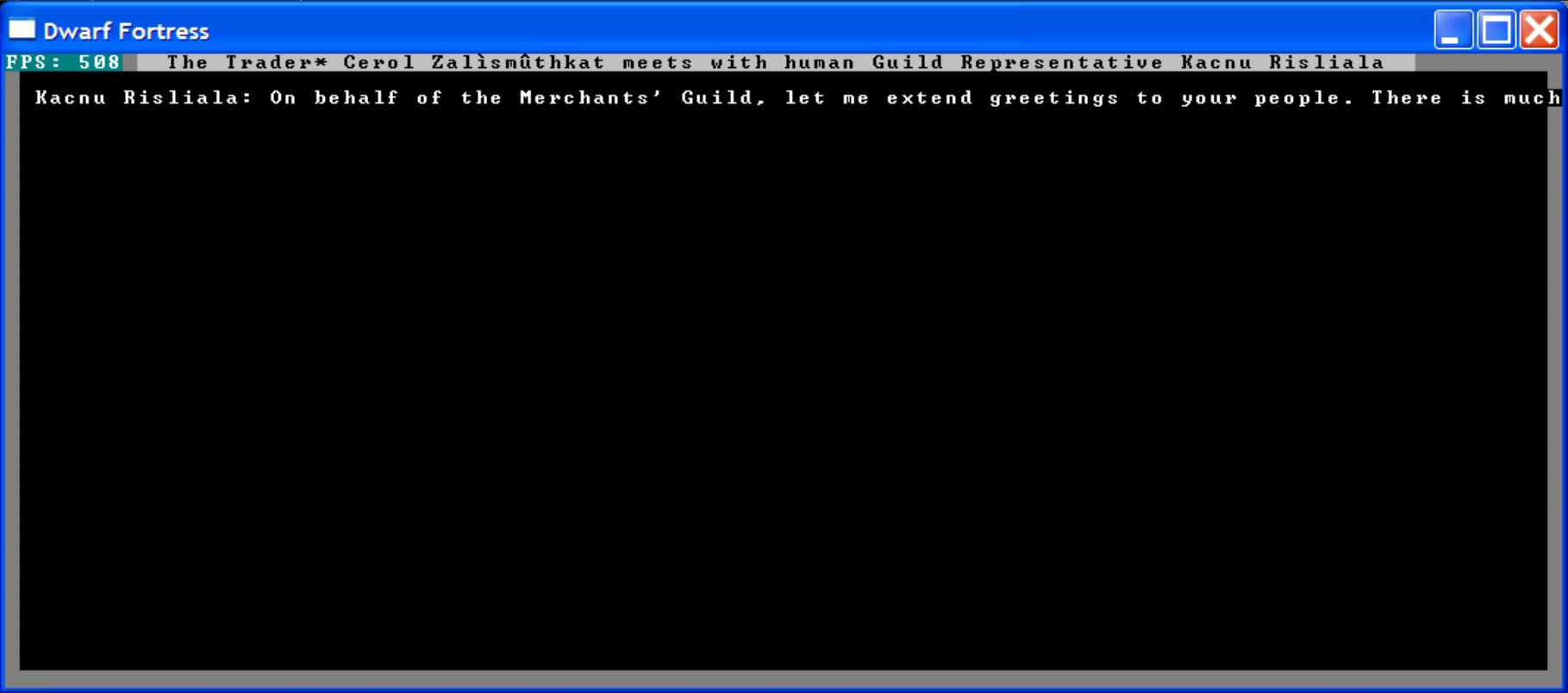
Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 28, 2009, 01:57:37 pm**

Journal of Rith Udibamal.

**21 Hematite 310:** Well it appears most of us are safe for now underground. Even the human guild representative has come down here with us. Well, at least he has good sense.

**22 Hematite 310:** The guild representative has decided that now is a good time to negotiate about prices...

[Spoiler](#) (click to show/hide)



We also heard an explosion coming from upstairs earlier. It was likely the fire hitting some explosive stuff held in the food stockpile.

[Spoiler](#) (click to show/hide)



I expect more of that is to come.

**23 Hematite 310:** More explosions today. Also, screaming. It appears that not all dwarves are down here. Also a flaming cat followed its owner down here today, and decided that it was a good time to cuddle. We led it into the wet areas, but not before it caused serious damage.

[Spoiler](#) (click to show/hide)



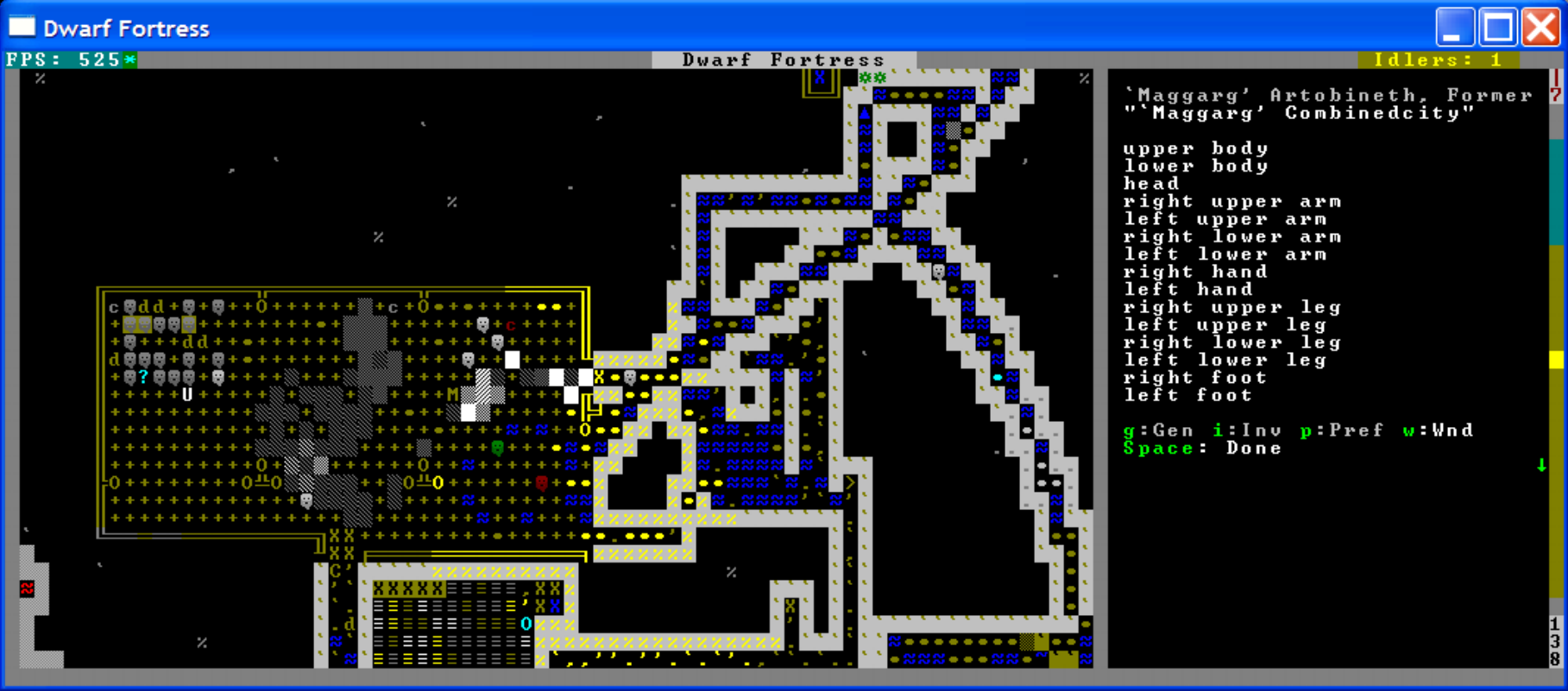
Magparg was running down the stairs. A general order had been issued for all dwarves to go deep underground, and she was falling behind. As she got deeper in the fortress and began to relax, she felt something bump up against her leg. It was a cat - a flaming cat. Soon Magparg found *herself* on fire, and by the time she reached the level with the other dwarves, she was completely engulfed in flames.

[Spoiler \(click to show/hide\)](#)



But Magparg was a tough dwarf, and she somehow managed to keep a cool head while on fire. She threw herself into the water on the ground, creating a lot of steam and extinguishing the fire.

[Spoiler \(click to show/hide\)](#)



**23 Hematite 310 cont:** The cat caught some dwarves on fire, including Magparg and the cat's owner. They all managed to extinguish themselves with the aid of all the water that lingers around.

**25 Hematite 310:** The explosions from upstairs are becoming regular now. Scouts report that a flaming dwarf tried to throw himself into the well, but ended up destroying it instead, causing a large puff of steam.

[Spoiler \(click to show/hide\)](#)





**28 Hematite 310:** According to scouts, the fires on the ground level have died down. However, in the food stockpile, fires continue to rage. It still has a lot of fuel left, and, without being able to enter the area, the dwarves are beginning to complain of hunger and thirst. We can't wait it out. Seeing this, I have hatched a plan to extinguish these fires all at once. A dwarf will enter the area, and mine out a section of the nearby well basin. Hopefully the ensuing flood will extinguish the fire. I have chosen the miner Sarvesh for the task. I know she can handle it.

**3 Malachite 310:** It is done. The food area is flooded but extinguished. Between the fire, smoke, and water, much of our food supply is ruined. Any food the humans brought was long ago consumed by fire. We will have to subsist on plain mushrooms for the time being. Aside from one flaming corpse helplessly hanging where our well used to be and some smoldering at the depot, the fire is over. We have gone from a population of roughly 105 to a population of 93.

(OOC: Sorry about cutting the video up - the whole one wouldn't fit on the DFMA)

<http://mkv25.net/dfma/movie-1632-boozefire1>  
<http://mkv25.net/dfma/movie-1633-boozefire2>  
<http://mkv25.net/dfma/movie-1634-boozefire3>

**4 Malachite 310:** Since mayor Kolvar died in the fire, the dwarves have named me the interim leader for my leadership during the blaze. My first course of action is to order an investigation into the cause of the fire. I have also ordered the gathering of various (non-flaming) human goods. Most of the stuff that the humans brought is gone. But there are many non-flammable good that they brought along.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Judas Maccabeus** on **August 28, 2009, 09:35:21 pm**

The image of the cats running around and spreading the fire is cruelly humorous. :P

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 28, 2009, 10:34:05 pm**

Oh there was all sorts of pandemonium like that going on upstairs. Cats, dog, mules, ... you name it. None of the nobles died though. I was expecting them to, since they didn't come downstairs. They wisely stayed in their rooms.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **shadowform** on **August 29, 2009, 02:37:40 am**

Quote from: Christes on August 27, 2009, 02:11:53 pm



I can actually explain this one, since I've seen it before on one of my other maps. I was new to dealing with magma and, instead of risking accidentally flooding my fortress with magma, channeled some out on it's top level and simply built my forges on top of that. I then walled off some of the remaining area to create a protected outdoor depot. Due to the direction the caravan came from, though, it pathed over the tube connecting the magma tube to the reservoir under my forges (I'd placed ramps around it to make pathing easier).

In short, wagons ignite when pathing ground that has magma directly beneath it. I'm not sure if this happens with normal ground or specifically when there's dwarven construction involved (as per your roads), but the next leader may want to redirect the caravans, either building a raised bridge over the warm stone road (the safest), or forcing the caravan off to the side (over the unfilled portion of the former magma tube. Four tiles to the east and you should be fine.

Also:

You are aware that when your drawbridge is raised, it gives the invaders huddled around it a fantastic view of the room right beneath it, correct?

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **Christes** on **August 29, 2009, 03:01:46 am**

Quote from: shadowform on August 29, 2009, 02:37:40 am

Quote from: Christes on August 27, 2009, 02:11:53 pm



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- 1) I reached a similar but slightly different conclusion on on the fire. Those aren't constructed tiles - they're actually roads. I tested it a little and I'm pretty sure my theory is right. I won't reveal it now since the dwarven engineers are busy preparing their report to Rith :)
- 2) Which drawbridges? The ones near the depot don't have channels dug out under them - at least I don't think so. We don't need them anyway, between traps and an elite military. I'm not even sure the bridges are hooked up to a lever that raises them =/. Last time, there weren't hooked up to anything.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Haspen** on **August 29, 2009, 10:54:29 am**

Halltraded is.. is something like Boatmurdered+.

I sooo would like to join, but I've seen some water towers, flooding and other mystery contraptions, so maybe some other time :P

Keep it up!

...burning suicide caravan \*giggle\*

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 29, 2009, 10:58:25 am**

If you sign up now, it will still take a while to get to you. Although Keldor isn't on the list, so maybe not as long as in the past.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Haspen** on **August 29, 2009, 11:02:07 am**

Quote from: Christes on August 29, 2009, 10:58:25 am

If you sign up now, it will still take a while to get to you. Although Keldor isn't on the list, so maybe not as long as in the past.

I always hope that monstrosity called "Real Life" claim some people when it's their turn. Like not so long ago in Halltraded :P

EDIT: Re-considered. Count me in. 40d, am I right?

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 29, 2009, 01:36:20 pm**

You are correct. No mods.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 29, 2009, 02:02:13 pm**

**9 Malachite 310:** A brewer is throwing a tantrum. The population is generally very upset. I fear another full-blown riot could occur.

**25 Malachite 310:** My previous fear appear unfounded. Happiness is back up, and progress is back to normal on various projects.

---

**Report from the dwarven engineer's guild to interim leader Rith Udibamal concerning the Hematite 310 wildfire in Halltraded.**

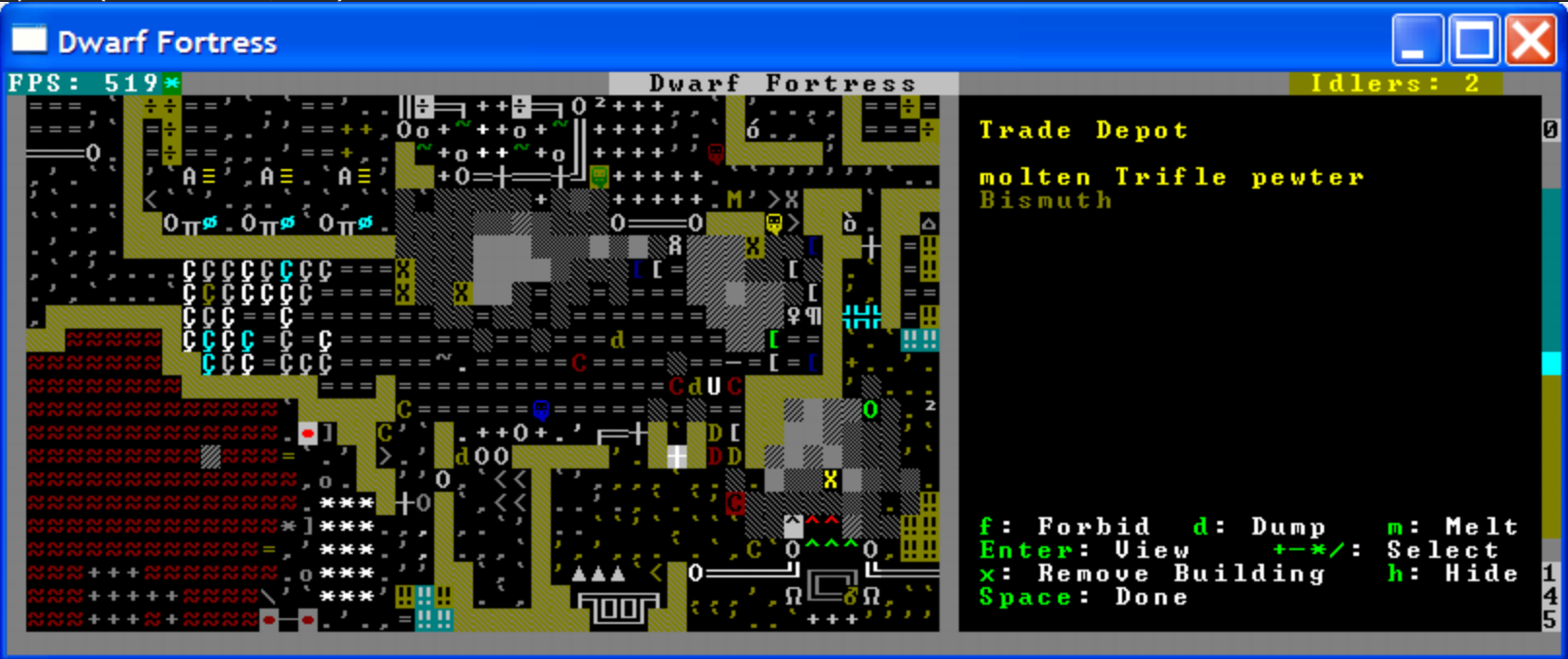
It is the finding of this report that the Hematite 310 wildfire in Halltraded was caused by the ignition of a draft horse belonging to the

human traders, which in turn ignited a large number of trade goods. The ignition of said horse was an unlikely event made possible by a combination of the awkward nature of wagon movement and the proximity of a slope to a deposit of magma.

The awkward nature of caravan wagons is well-known among engineers, and it is common for dwarven settlements to construct specially designed roads so that wagons will have easy access to depots. In Halltraded, such a road was constructed last year. However, the road was constructed over a slope near the magma chanel dug out to dam the Fogs of Cremation in 304.

Due to the awkward nature of wagons and the proximity of the slope to the magma stream, the caravan's draft animals suffered quick, direct exposure to magma (<http://www.bay12games.com/forum/index.php?topic=6899.0>) as they ascended the slope, causing at least one horse to catch on fire. For unknown reasons, this wagon continued moving forward until it reached the depot, where the fire spread from the horse to the dwarven and human goods there. The alcoholic beverages being unloaded proved especially volatile, and greatly accelerated the blaze. The maximum temperature reached is unknown, but multiple eyewitnesses observed boiling leather. Also, molten pewter was found after the fire had cooled down enough to allow investigators in. This indicates a fierce, hot fire.

Spoiler (click to show/hide)



Many human traders and caravan guards were engulfed in the fire and died at the site. Others attempted to escape while on fire, leaving a trail of smoke and flaming debris in their wake before finally collapsing in flames. These ignited small fires throughout the newly constructed regions. However, these fires were isolated and short-lived. The mule-driven merchants, arriving after the wagons as usual, were unaware of the events and arrived at the depot at the height of the blaze, their merchandise accelerating it even further. Only a handful of human merchants survived. These survivors refused dwarven assistance, and left under their own devices. As these survivors relate their account back home, human-dwarven relations are likely to suffer, but that is beyond the purview of this investigation.

As the caravan dispersed, well-meaning dwarves rushed out to save the dwarven goods from the fire by taking them inside. However, some of these well-meaning dwarves failed to notice the bins they were bringing in contained merchandise that was already flaming. Once inside, the fire again spread, engulfing flammable merchandise in the finished goods storage area, where various dwarves caught on fire and spread the fire around the fortress. In particular, the fire reached the food and alcohol storage area, igniting various flammable liquids and solids stored there. The loss of dwarven life, though significant, was mitigated by prompt evacuation procedures. The fire in the food stockpile was ultimately extinguished by breaking into the nearby well basin to douse it.

It is the recommendation of this report that the slope in question be moved back away from the magma pipe.

OOC:

So it's a bug. Suppose you have a setup like this:

~= magma, %= rock, ^=slope, +=road, H=horse, W=wagon

```
Code: [Select]
~~~~~
~~~~~
%/%/%/%/%/%/%/%
%%/%/%/%/%/%/%
^^^^^^^^
+++
+++
+++
H+H
WWW
WWW
WWW
```

As the wagon climbs the slope, it will reach a position like this right before going up a z-level:

```
Code: [Select]
~~~~~
~~~H~H~
%%%WWW%%
^^^WWW^^
WWW
+++
+++
+++
+++
+++
+++
```

As you can see, the horses are *in* the magma. This can cause problems, obviously. I was able to reproduce this using a 1-tile wide magma chanel, so I'm fairly certain the ramps are the issue, not pathing over hot ground. I couldn't get the steeds to ignite, but they all took red wounds. Since I only tested it with a small number of wagons, it's possible that ignition only occationally happens. They were definitely taking damage from the magma.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **CobaltKobold** on **August 29, 2009, 06:46:51 pm**

Yeah, the "ignite wagons" bug has been here a while.

000850 □ [flows] (Report (<http://www.bay12games.com/forum/index.php?topic=6899.0>)) wagon pullers that stick out through the walls into magma in narrow ramped areas are burned

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Christes** on **August 29, 2009, 07:03:48 pm**



Yep. That report was what I linked too, actually. In any case, the ramp has been push back a tile, so no one needs to worry. I'm probably going to need to relocate the depot anyway, however.

Title: **Re: Halltraded, now under water.... again (succession game),**  
Post by: **shadowform** on **August 30, 2009, 05:08:50 am**

Quote from: Christes on August 29, 2009, 03:01:46 am

- 1) I reached a similar but slightly different conclusion on on the fire. Those aren't constructed tiles - they're actually roads. I tested it a little and I'm pretty sure my theory is right. I won't reveal it now since the dwarven engineers are busy preparing their report to Rith :)
- 2) Which drawbridges? The ones near the depot don't have channels dug out under them - at least I don't think so. We don't need them anyway, between traps and an elite military. I'm not even sure the bridges are hooked up to a lever that raises them =/. Last time, there weren't hooked up to anything.

What I meant was construction of any kind, be it road, floor, etc. But now I know better. I suppose the moral of the story is to give multi-tile objects plenty of leeway to navigate hazards.

And as for the other comment, I thought I saw on a screenshot from Keldor's siege that the south drawbridge was blocked from approach by an empty channel... after looking back this isn't the case. I try to use channels as a backup for bridges when constructing defenses, so that in case dragonfire or or a building destroyer takes the bridge out, they still don't have access to the fort.

Title: **Re: Halltraded, now on fire ... again xD (succession game),**  
Post by: **Bralbaard** on **August 30, 2009, 10:53:27 am**

Another nice report by the engineering guild, I wonder what freak accident will occur next., Armok seems to dislike this fortress.

I've added Haspen to the list.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **ChazzyBurger** on **August 30, 2009, 01:22:11 pm**

So, it's quite quickly gone from flood, to fire, to flood...

What can happen next!?

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **CobaltKobold** on **August 30, 2009, 04:49:05 pm**

Flood of fire, natch.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Christes** on **August 30, 2009, 05:26:15 pm**

Quote from: CobaltKobold on August 30, 2009, 04:49:05 pm

Flood of *magma*, natch.

Fix'd.

Actually, it's quite possible since parts of Halltraded are just 1 tile away from magma. That will hopefully never happen. I don't think a magma flood can be fixed without great pain and hardship/

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **(name here)** on **August 30, 2009, 05:44:03 pm**

You're giving me ideas. Stop it.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Maggarg - Eater of chicke** on **September 01, 2009, 03:43:38 am**

I'm still not sure how Maggarg is still alive. She survived the riots, a variety of floods and falls, and now being set on fire. And she still has the energy to complain like only a grumpy old woman can.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Christes** on **September 01, 2009, 12:35:12 pm**

Well she's a badass for one. (So is Zekrish, by the way. Does Zekrish still check this thread?)

I'll see if I can pull up Maggarg's stats. She does have wounds to her spine and eye, however. But that fact that she isn't constantly passing out and is still walking around makes her even more badass IMHO.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Christes** on **September 01, 2009, 02:16:57 pm**

**Journal of Rith "Ziriltharnas" Ubidamal**

**1 Galena 310:** Halltraded has given me the title "Ziriltharnas" for my treatment of the fire disaster. I accept this glorious title.

**5 Galena 310:** The trade depot is still smoldering. I fear the next merchants to arrive will catch on fire as well. I ordered a new depot constructed a level above it. I also ordered the smoldering one deconstructed.

**7 Galena 310:** In the process of deconstructing it, the dwarves have scattered flaming fish everywhere. I ordered the water tower modified once again so it can douse the flaming merchandise.

**15 Galena 310:** The dwarves continue piping the watertower to the Depot area.

**1 Limestone 310:** Right on cue, the fires have gone out. We will continue work on the piping, if only for future prevantive measures. With the fires dispersed, we are now bringing many of these goods in. They won't do the merchants any good anymore! Among other things, the humans left us a large number of iron anvils:

Spoiler (click to show/hide)



**2 Limestone 310:** It has come my attention that we have a very special Cassiterite millstone. I had it installed in the milling room, so its awesomeness can actually be used.

**12 Limestone 310:** We have completed reconstructing the depot in the old location. I decided to have it made out of materials that showcase our great wealth:

[Spoiler](#) (click to show/hide)



**15 Limestone 310:** A caravan from the mountainhomes has arrived! Hopefully they know which depot to come to.

**16 Limestone 310:** Fortunately for us, they do! And they bring a huge load of merchandise with them! They have so many wagons, in fact, that their wagons are piling up trying to get to the depot.

[Spoiler](#) (click to show/hide)



**20 Limestone 310:** Zekrish has been elected mayor! He has graciously allowed me to continue ruling until the end of the year. I think he's just happy he got a tomb from Kolvar.

**25 Limestone 310:** After using various stockpile runs as an excuse to avoid work, the tader Cerol \*finally\* got to trading today. As ordered, she gave the merchants a massive profit. In exchange for our various crafts, she bought lots of metal bars, cages, barrels, and armor.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Maggarg - Eater of chicke** on **September 02, 2009, 12:14:36 pm**

As far as I remember, Maggarg was at least a double legendary. Don't quote me on this, as at the time I was otherwise occupied with not killing the fortress.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Christes** on **September 02, 2009, 07:03:39 pm**

**Journal of Rith "Ziriltharnas" Ubidamal**

**18 Sandstone 310:** The expanded power platform is finally complete! We will not run out of power any time soon.

[Spoiler \(click to show/hide\)](#)



**20 Sandstone:** The newly arrived hunter, Thob Stettadlikot, has somehow managed to find a *living* fox here. Well, it didn't live long. He returned it as a kill.

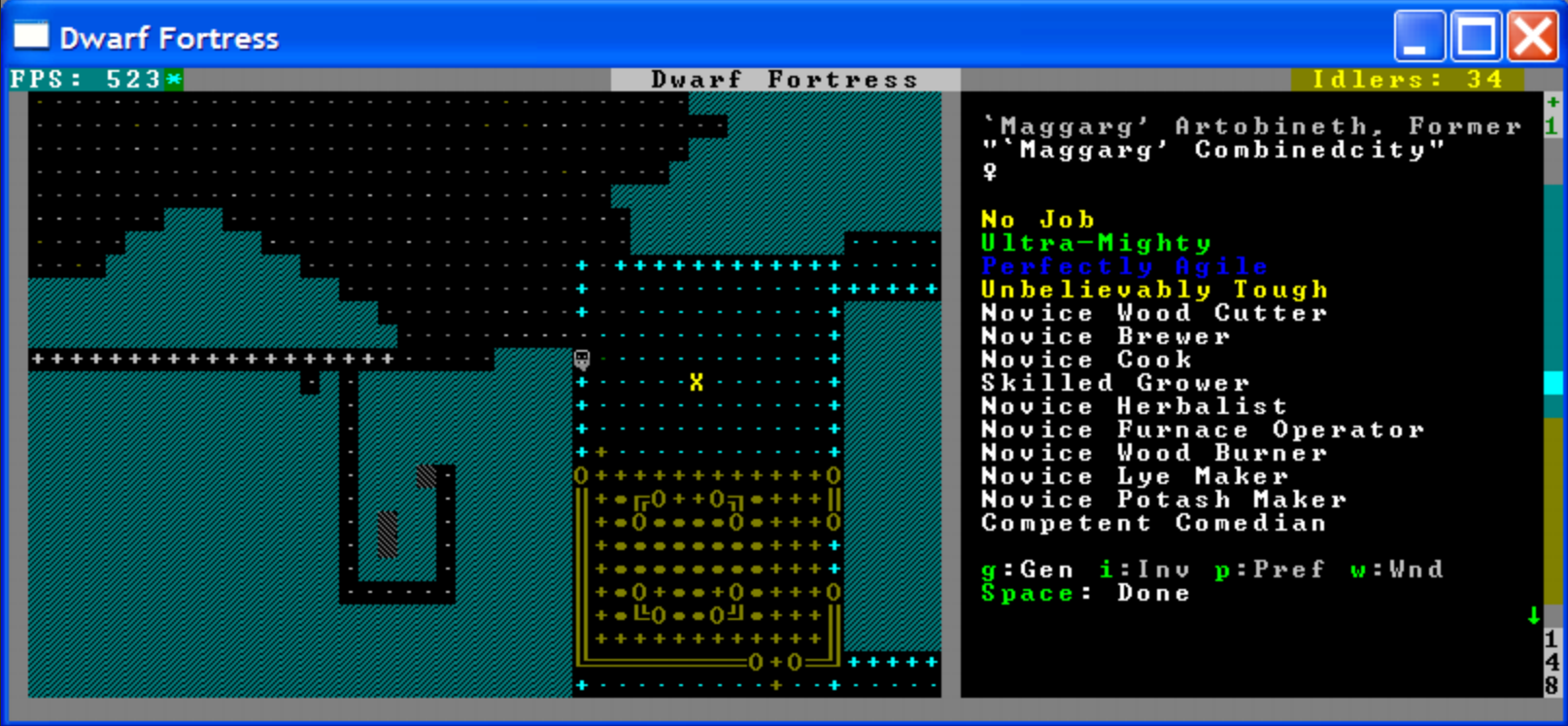
**22 Sandstone:** Word gets around, I guess

[Spoiler \(click to show/hide\)](#)

No one even considered making the journey to such a cursed death-trap this season.

**24 Sandstone:** It has come to my attention that Maggarg likes to sit on the partially constructed wall above, and avoid doing work. Perhaps she is remembering her lover. After all she's been through, I'll let her be.

[Spoiler \(click to show/hide\)](#)



**3 Timber 310:** Expanding on the orders of my predecessor, I have ordered tombs dug out for every former leader without one. If such a dwarf was married or a lover with someone, I will include the other dwarf as well. Each will have a sarcophagus made out of their favorite metal if possible.

That means:

Nickel Silver for Bralbaard.  
Nickel for Keldor. Bronze for his lover, Momuz Pulleywire.  
Zinc for Kadol Clashhammers. Electrum for his wife, ezum lanceflew.  
Platinum for Inky.  
Brass for Kolvar

All of these should be possible except zinc and platinum. I'm not sure how to deal with those. Perhaps another valuable metal will suffice.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Judas Maccabeus** on **September 02, 2009, 11:40:06 pm**

Whew! Nice to see the place settle down a bit. And that one with Maggarg does set up a bit of a sad image... :(

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Christes** on **September 03, 2009, 02:46:58 pm**

**Journal of Rith "Ziriltharnas" Ubidamal**

**27 Moonstone 310:** I have been keeping a sparse journal because I have been so busy directing construction outdoors. The last of the dead former rulers has been interred. We can finally honor our dead properly.

**15 Opal 310:** My vision is coming together ... 3 spires connect by a skybridge. But we must work fast. Everyone in the fortress will work to this end ... yes.

**15 Obsidian 310:** The towers are coming together. Two are completed. Another is roughly taking shape, but will likely not be finished by the end of the year.

**1 Granite 311:** Alas, my vision was not completed. I have left orders in place for the next leader. All that remains to be finished is the skybridge and the southernmost tower.

\*\*\*\*



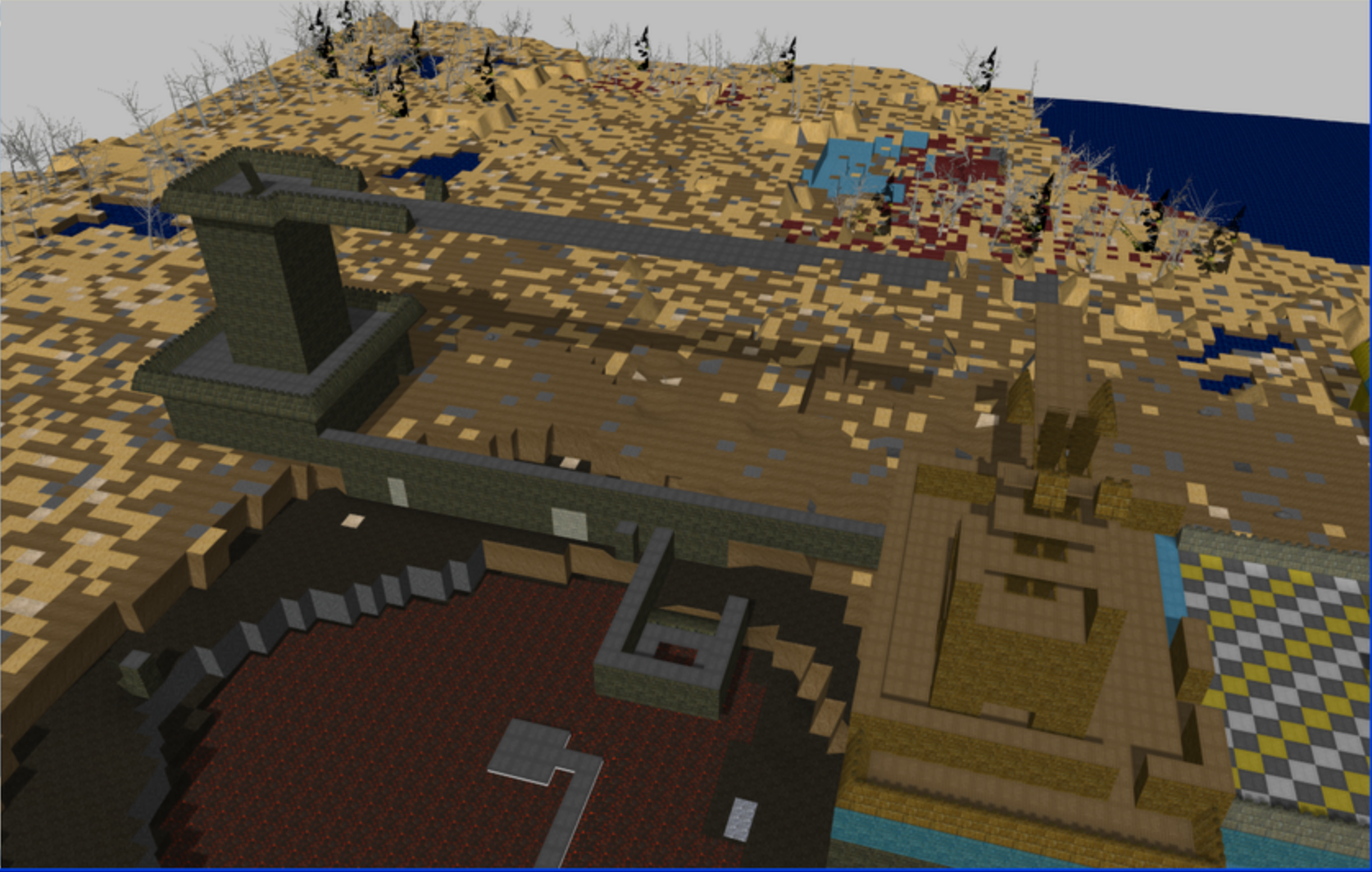
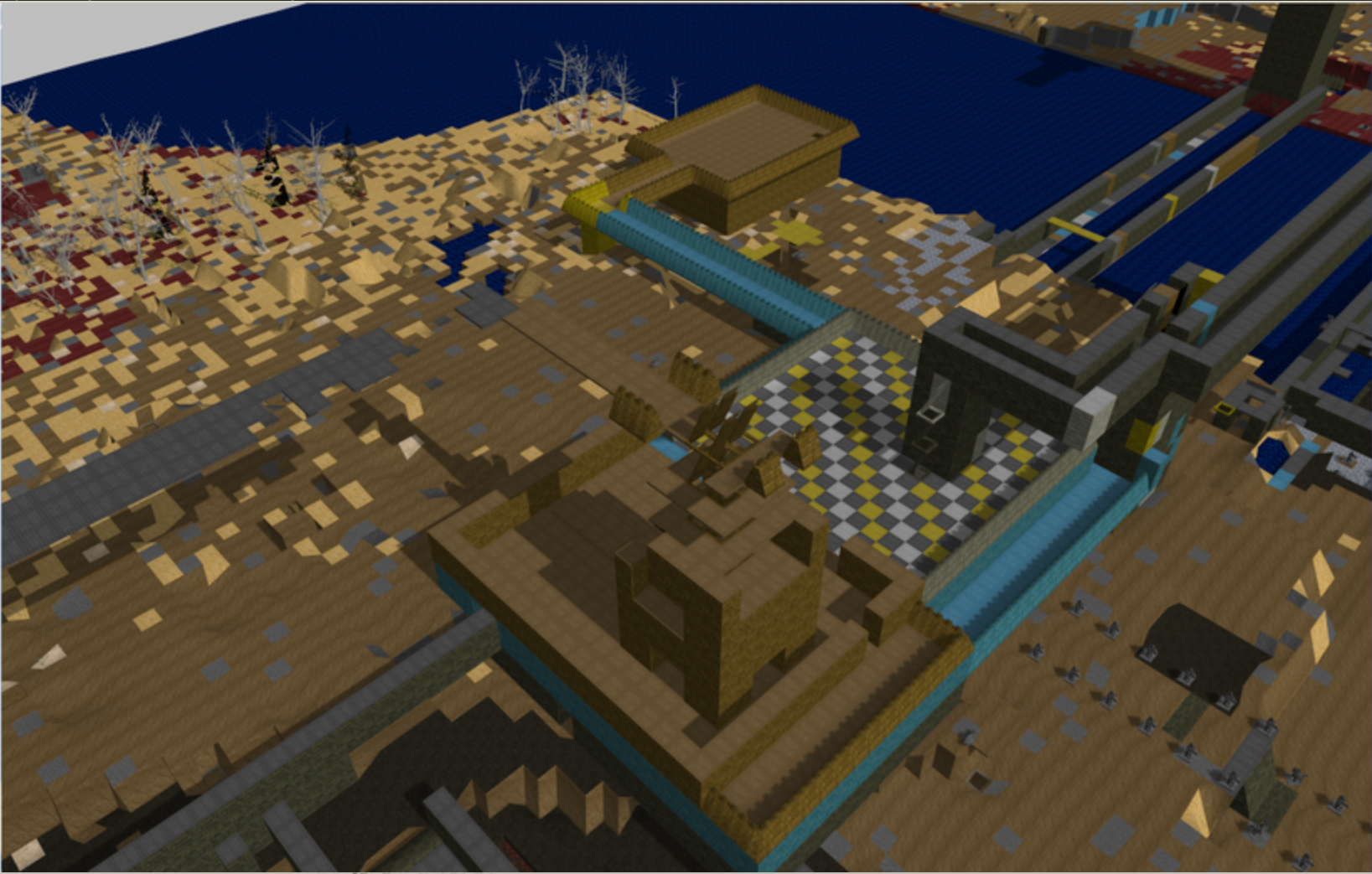
If you didn't read my journal at least read this rough summary:

The first half of my turn was consumed by dealing with two disasters: a flood and a fire.

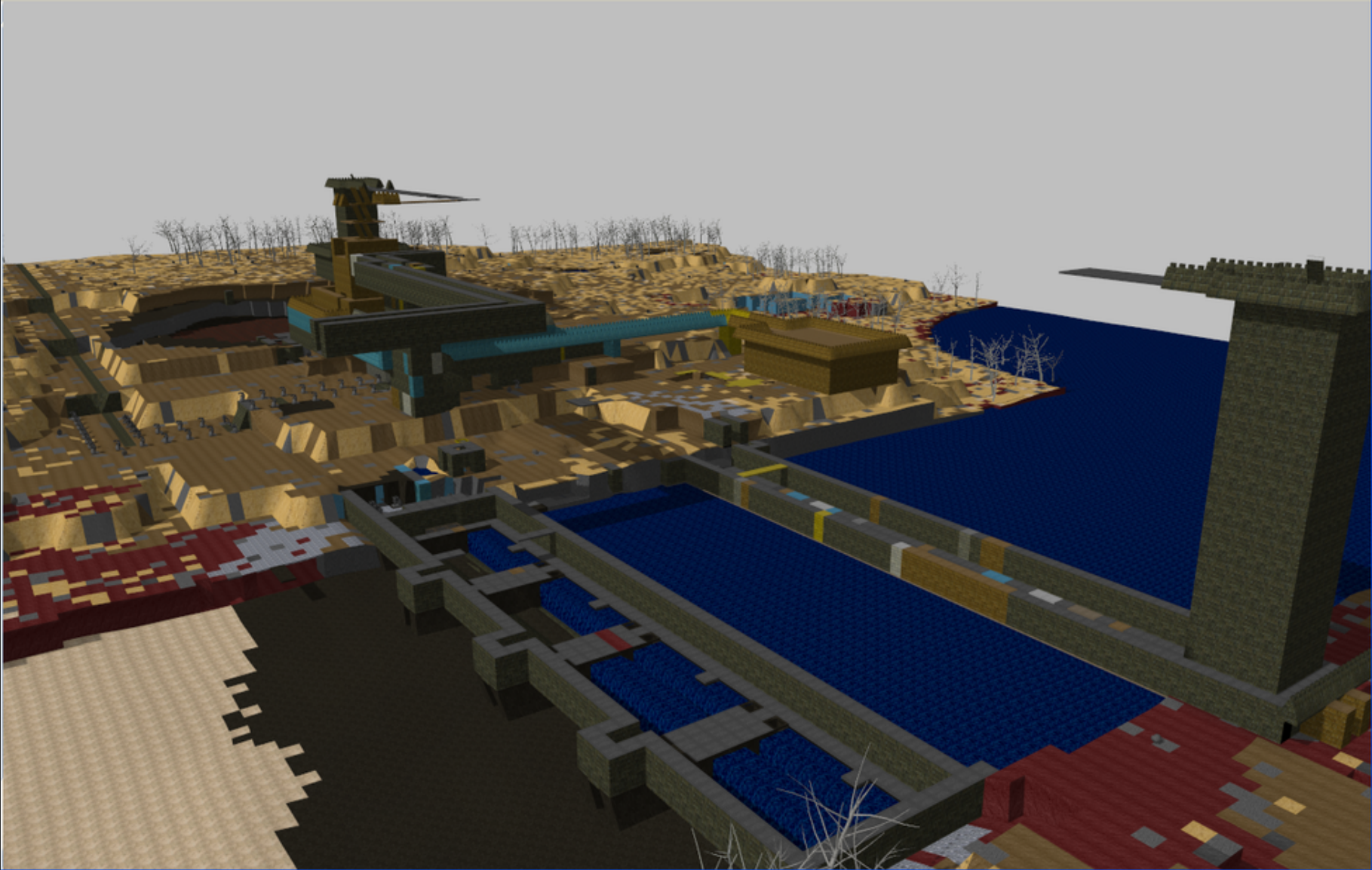
In the second half, I began construction on aboveground towers (but didn't finish). I also carved out tombs for all previous overseers who didn't have one.

Some views of the construction:

[Spoiler](#) (click to show/hide)

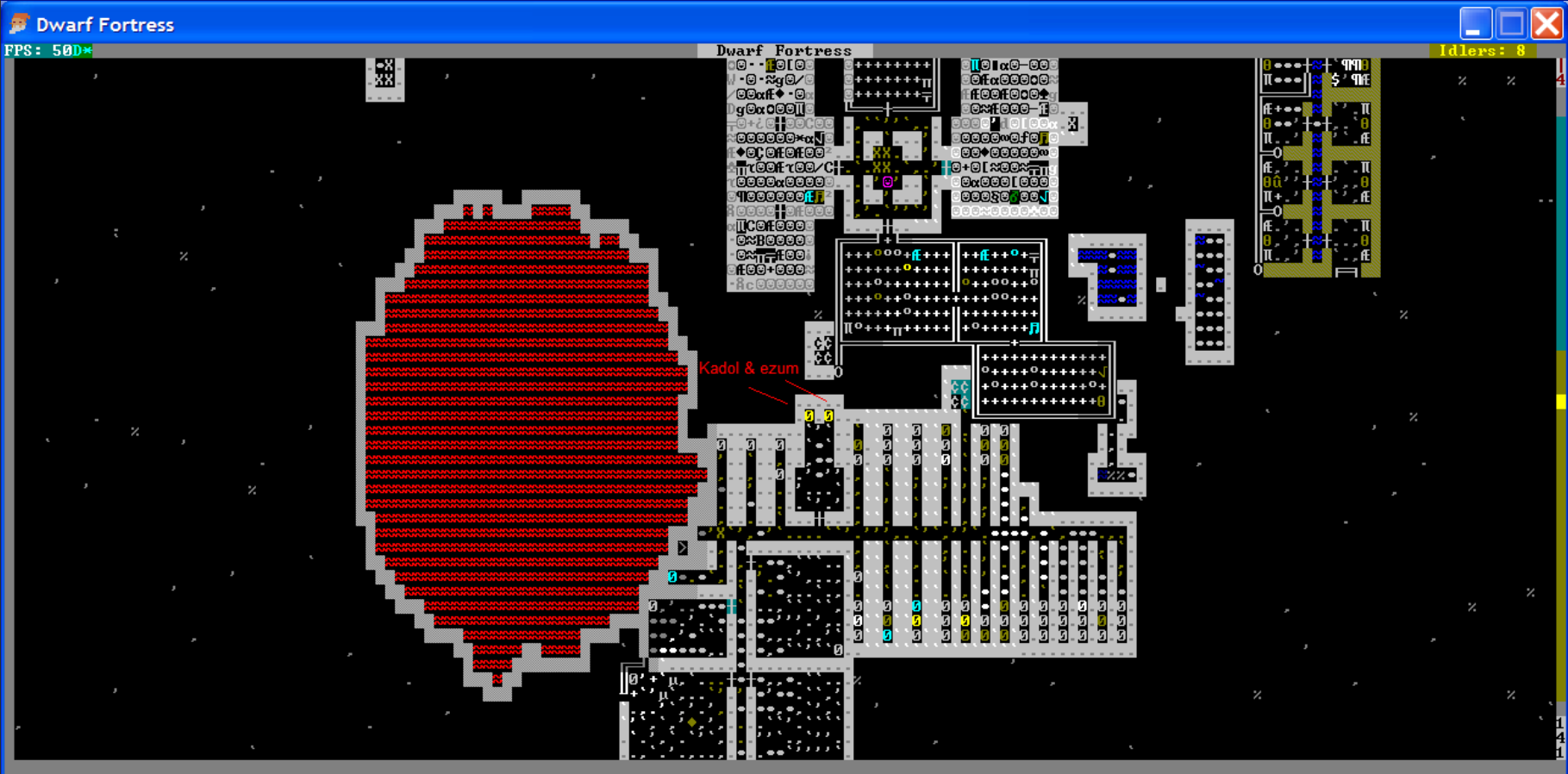






The new tombs:

[Spoiler](#) (click to show/hide)



Maggarg's stats:

[Spoiler](#) (click to show/hide)

Refresh

Apply

Heal

Hurt

General information

Damages

Skills

Mood

Profession

total XP : 183196

skill	level	xp
Miner	50	5186/5500
Mason	5	190/1000
Grower	4	420/900
Comedian	3	277/800
Judge of Intent	3	228/800
Negotiator	3	335/800
Intimidator	3	148/800
Consoler	3	200/800
Persuader	3	284/800
Conversationalist	3	190/800
Pacifier	3	263/800
Wood Cutter	1	510/600
Brewer	1	60/600
Cook	1	90/600
Herbalist	1	0/600
Furnace Operator	1	0/600
Wood Burner	1	0/600
Lye Maker	1	0/600
Potash Maker	1	0/600
Weaponsmith	1	190/600
Carpenter	0	180/500
Fish Cleaner	0	60/500
Wrestler	0	332/500
Building Designer	0	60/500
Swimmer	0	105/500
Armor User	0	101/500
Shield User	0	306/500
Axeman	0	43/500
Mechanic	0	60/500
Appraiser	0	428/500
Metalsmith	0	180/500
Metal Crafter	0	270/500

Strength

Agility

Toughness

10

9

4

Refresh

Apply

Heal

Hurt

General information

Damages

Skills

Mood

Profession

part	damage
left eye	65535
upper spine	10

Bleed

0

Stunned

0

Nauseous

0

Webbed

0

Drowning

0

Paralyzed

0



(That means she's missing an eye, right?)

Christes would be proud 🙄

Here are the stats of the current military leader:

Spoiler (click to show/hide)

Creature details : dwarf (bim ishlumkulet irolikal itdun) [id=22995]

Refresh

Apply

Heal

Hurt

General information

Damages

Skills

Mood

Profession

total XP : 262266

skill	level	xp
Wrestler	36	2158/4100
Hammerman	32	922/3700
Shield User	24	2155/2900
Armor User	15	1776/2000
Consoler	7	707/1200
Conversationalist	7	691/1200
Negotiator	7	686/1200
Persuader	7	755/1200
Comedian	7	833/1200
Intimidator	7	823/1200
Judge of Intent	7	884/1200
Pacifier	7	801/1200
Thrower	0	30/500
Swimmer	0	45/500

Stength

Agility

Toughness

4

15

10

Also, our pumping system got even more complicated. Here's the control room:

Spoiler (click to show/hide)



The levers on the right were all there before, but here is a rough summary:

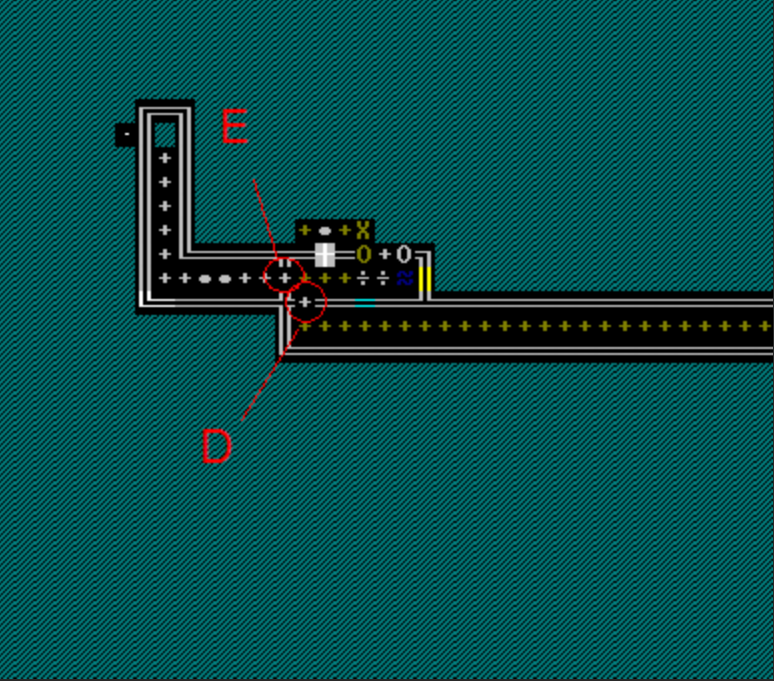
- A controls the aboveground pump tower build by Christes way back when. It pumps water from a cistern below ground.
- B pumps water from the bottom level of the fortress into the cistern (used to unflood the fortress).
- C pumps water from the river into the cistern.

The two levers on the left are new. They are used to control the output of Christes's pump tower.

- D opens the output of the tower to the river.
- E opens the output of the tower to the trade depot. Leaving them both open will split the output.

Here are the floodgates affected:

Spoiler (click to show/hide)



\*\*\*\*

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Christes** on **September 03, 2009, 02:52:33 pm**

Well that was fun.

Also, sign me up for another turn if that wouldn't be terribly indecent ::)

I'm moving next weekend and will be without internet for a while. I'll post when I'm back.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Bralbaard** on **September 04, 2009, 02:32:14 pm**

Legendary turn.... :P

Now we only have to find a use for all that power..  
I've added you to the end of the list, and Chazzy should have a PM in his inbox.

Title: **Re: Halltraded succession game**  
Post by: **EvilTwin** on **September 04, 2009, 04:51:07 pm**

Quote from: Bralbaard on September 04, 2009, 02:32:14 pm

Now we only have to find a use for all that power..

i vote for an automized tree-hugger bathing system. something like the hot springs, only in red... what was the word again..... GOT IT, MAGMA!!! we should play around with magma, yes. its always a good and glorious idea to play with it.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **September 04, 2009, 04:56:24 pm**

Quote from: EvilTwin on September 04, 2009, 04:51:07 pm

Quote from: Bralbaard on September 04, 2009, 02:32:14 pm

Now we only have to find a use for all that power..

i vote for an automized tree-hugger bathing system. something like the hot springs, only in red... what was the word again..... GOT IT, MAGMA!!! we should play around with magma, yes. its always a good and glorious idea to play with it.

Given this fortress's history, that would result in horrible magma floods.

However, I did install a "fire control system" right above the depot. ;)

Title: **Re: Halltraded succession game**  
Post by: **EvilTwin** on **September 04, 2009, 05:25:15 pm**

Quote from: Christes on September 04, 2009, 04:56:24 pm

Quote from: EvilTwin on September 04, 2009, 04:51:07 pm

Quote from: Bralbaard on September 04, 2009, 02:32:14 pm

Now we only have to find a use for all that power..

i vote for an automized tree-hugger bathing system. something like the hot springs, only in red... what was the word again..... GOT IT, MAGMA!!! we should play around with magma, yes. its always a good and glorious idea to play with it.

Given this fortress's history, that would result in horrible magma floods.

Shhht... silent... :D

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 05, 2009, 04:23:03 am**

Oh it's my turn again? Awesome!

Now it is time for a new era of ~~peace and prosperity for all dwarvenkind~~ huge cock ups.

Will start it today!

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 07, 2009, 03:28:19 pm**

Double post!

What do you guys use to upload pictures?

Title: **Re: Halltraded succession game**  
Post by: **Eagle** on **September 07, 2009, 04:19:42 pm**

Imageshack (<http://imageshack.us/>) is pretty good.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 09, 2009, 11:04:21 am**

Ok, I've done about a season at last check, so I'll get ready to begin the upload!

Title: **Re: Halltraded succession game**  
Post by: **Typoman** on **September 11, 2009, 01:31:39 am**

just read the whole thing. i must say i approve of the insanity  
keep up the good work!  
hmm fire controll system eh, i see obsidian encased elves in the future

Title: **Re: Halltraded succession game**  
Post by: **EvilTwin** on **September 11, 2009, 06:54:58 pm**

yay, let there be han-solo-elves!

[Spoiler](#) (click to show/hide)



Title: **Re: Halltraded succession game**  
Post by: **Christes** on **September 11, 2009, 07:36:45 pm**

Why all the elf hatred? They're great trading partners. They bring products from *living* plants.

Title: **Re: Halltraded succession game**  
Post by: **CobaltKobold** on **September 11, 2009, 11:13:59 pm**

And lions, tigers, and bears.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **September 12, 2009, 05:02:14 am**

[Quote from: CobaltKobold on September 11, 2009, 11:13:59 pm](#)

And lions, tigers, and bears.

And elf bones.  
Arharharharhar.

Title: **Re: Halltraded succession game**  
Post by: **EvilTwin** on **September 12, 2009, 01:43:07 pm**

they are tree-fetishists! they love trees! i mean, *really love*...  
you guys know, what i'm talking abut..

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **September 14, 2009, 10:38:03 am**

[Quote from: ChazzyBurger on September 09, 2009, 11:04:21 am](#)

Ok, I've done about a season at last check, so I'll get ready to begin the upload!

I'm looking forward to an update, have things worked out with imageshack?

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 14, 2009, 11:06:33 am**

Yeah, things are working ok

Sadly, I lost most of the work due to a virus (Never let siblings near your pc... just don't do it) luckily I still have some of it on memory stick, I'll get it all done by the weekend

Sorry it's taking so long :S

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **September 14, 2009, 02:01:36 pm**

Flooding, tantrum spirals, burning suicide trade caravans, and now viruses... and yet despite all this, Halltraded still lives!

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 14, 2009, 02:04:06 pm**

Now all it needs is Elepha...

Oh no... :o

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **September 14, 2009, 03:08:55 pm**

[Quote from: ChazzyBurger on September 14, 2009, 11:06:33 am](#)



Sorry it's taking so long :S

There have been worse. Far worse. ::)

So Bralbaard, do you think your comp can handle it? It would be a tragedy if the founder couldn't continue it.

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **September 14, 2009, 03:21:26 pm**

Quote from: Christes on September 14, 2009, 03:08:55 pm

Quote from: ChazzyBurger on September 14, 2009, 11:06:33 am

Sorry it's taking so long :S

There have been worse. Far worse. ::)

You mean Keldor? :P

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **September 14, 2009, 03:54:17 pm**

Quote from: Haspen on September 14, 2009, 03:21:26 pm

You mean Keldor? :P

He did finish his turns, and added some legendary stuff to the fortress.  
I'm not bothered by turns taking long, I'd rather have well written dialogue and a nice story, instead of people rushing and skipping stuff just to make a deadline. stil, I try to encourage people to finish in a reasonable timeframe ;).

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **September 14, 2009, 04:00:06 pm**

I feel the same way, actually. (Though Inky's turn was far longer than it needed to be, I think). I was simply reassuring Chazzy that there wasn't some giant clock ticking.

Regardless, here is an overview for the curious:

**Bralbaard** 8/3/08 - 8/7/08 **(5 days)**

**Christes** 8/8/08 - 8/11/08 **(4 days)**

**Keldor** 8/15/08 - 10/14/08 **(61 days)**

**NtheGreat** 11/8/09 - 11/15/08 **(8 days)**

**Maggarg** 11/20/08 - 12/7/08 **(18 days)**

**Zekrish** 12/7/08 - 12/9/08 **(3 days)**

**Christes** 12/13/08 - 12/22/08 **(10 days)**

**Blakekoris** 1/14/09 - 3/07/09 **(52 days)**

**Keldor** 3/09/09 - 6/25/09 **(109 days)**

**Bluerobin427** 6/29/09 - 7/08/09 **(9 days)**

**Christes** 8/24/09 - 9/3/09 **(10 days)**

**Chazzyburger** 9/5/09 - **(9 days so far)**

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **September 14, 2009, 04:03:29 pm**

Quote

So Bralbaard, do you think your comp can handle it? It would be a tragedy if the founder couldn't continue it.

I've got an old machine, it dates back about five years, but that might not be so bad as it sounds, DF does not use multithreading (last time I checked), and my system might be an oldfashioned single core, but she packs 3GHZ in that single core. We'll see if she can take it.

I'm actually going to buy a new system soon, but this will be too late for my upcoming turn. Fun thing is though, that I've never played fortresses for more than a couple of years, I'm actually quite unspoiled concerning things like economy and other late game events, I hope I'm not going to mess this up :P.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **September 15, 2009, 09:24:25 am**

Poor Keldor and his hilariously long turns.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 15, 2009, 11:37:41 am**

Oh yes, they really are something...

I think I might just do one massive dump of stuff, if that's ok guys?

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **September 15, 2009, 12:25:29 pm**

Quote from: ChazzyBurger on September 15, 2009, 11:37:41 am

Oh yes, they really are something...

I think I might just do one massive dump of stuff, if that's ok guys?

Sounds good. I enjoy a good long read.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **September 15, 2009, 02:59:13 pm**

Quote from: ChazzyBurger on September 15, 2009, 11:37:41 am

I think I might just do one massive dump of stuff, if that's ok guys?

Sure, bring it on... :P

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 15, 2009, 03:38:37 pm**

Quote from: Bralbaard on September 15, 2009, 02:59:13 pm

Quote from: ChazzyBurger on September 15, 2009, 11:37:41 am

I think I might just do one massive dump of stuff, if that's ok guys?

Sure, bring it on... :P

Get Ready... For...

MORTAL KOMBAT!!!

Well, I should have it all finished by the weekend at the latest

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **September 15, 2009, 03:39:21 pm**

Heh, just use spoilers around any pictures please.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **September 24, 2009, 12:55:21 pm**

The ghost of Bralbaard haunts Halltraded:

"updates, updates... I need updates! that, and a good drink.."

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **September 24, 2009, 02:24:05 pm**

Yeah what's up Chazzy?

We've got a high tolerance for long turns around these parts, but you need to keep us updated.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 25, 2009, 06:43:16 am**

Sorry guys, but I can't continue

I would have told you earlier, but I've been bed ridden for the past week or so with the flu.

Really sorry about this guys!

Title: **Re: Halltraded succession game**  
Post by: **Kazindir** on **September 25, 2009, 07:13:34 am**

If your still taking people, sign me up for a turn. :)

Sign me up for a pm when it is time as well, as there is a fairly epic queue ahead of me!

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **September 25, 2009, 10:45:31 am**

Quote from: ChazzyBurger on September 25, 2009, 06:43:16 am

Sorry guys, but I can't continue  
I would have told you earlier, but I've been bed ridden for the past week or so with the flu.  
Really sorry about this guys!

If i recall correctly you had almost finished your turn, It's no problem if we have to wait a week or so for you to get better and post a writeup of the main events of the year. also, it's not obligatory to finish the entire year, the next person (me!) can play a full year from where you stopped.

Anyhow, let us know if you want to continue, and if we can expect a save file. In any case, thanks for the update, and get well soon :).

I'll add Kazindir to the list.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **September 26, 2009, 10:59:28 am**

Thanks :)

I'm beginning to be able to move and not fall on the floor, so I'll continue work

Thanks for letting me continue, I like what I've done with the place

You guys won't... but eh :P

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **September 26, 2009, 11:45:18 am**

How far are you?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **September 26, 2009, 02:27:34 pm**

Ah, good to hear :),

Try and post something soon, it doesn't have to be the whole story at once, but a small teaser would be nice :P

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **September 27, 2009, 03:24:58 pm**

Hope Aria and Kumil survive to my next turn.

I liked Aria, and I'd like to write as here again.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **September 27, 2009, 04:30:16 pm**

Aria was alive at the end of my turn.

Her tomb was in the perma-flooded section though. (It didn't flood itself because of a doorway, but it's inaccessible).

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **September 28, 2009, 10:02:47 am**

I hope Maggarg survives more crazy stuff.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 03, 2009, 03:17:41 am**

How far along are you Chazzy? It's been quite a while and you have not yet posted any in game progress.

If nobody objects, I'm going to put a deadline on this, to keep the game going. Could you finish the game before sunday the 10th of october Chazzy?, if you cannot finish the entire year, that's fine as well, the next person could start from where you stopped.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 03, 2009, 12:32:21 pm**

Chazzy's last log in was on Sept 26...

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 06, 2009, 02:10:44 pm**

I've send Chazzy a PM. In other news, during all the delay I have bought the new computer I was talking about, so framerates should no longer be an issue.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 08, 2009, 12:26:04 pm**

Anything happen?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 08, 2009, 07:39:36 pm**

Evidently, nothing. Chazzy hasn't logged on still.

So, two more days.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 10, 2009, 12:14:49 pm**

Looks like Bralbaard's up!

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 10, 2009, 12:48:15 pm**

I already downloaded the save yesterday to get myself familiar with the new layout of the fortress, it has changed a lot since the end of my last turn :p. anyhow here's a first writeup:

**21th obsidian of the year 310, entry in the scientific log of Dr. Korsakov**

Today marks an important day in my scientific career. Today I will embark on an expedition, a quest for knowledge to a place shrouded in myths and legends: Halltraded!. Halltraded.. there is not a dwarf in the mountainhomes who has not heard about its legends! The traders, those that return, have brought us the tales of huge constructions, of massive dams and waterwheels that could supply enough energy to power the known world and beyond. Yet, the tales they tell about the heroes of Halltraded are even more legendary, Christes, Keldor, Zekris, Maggarg..... They were ordinary dwarves when they left the mountainnames, now their pictures are engraved in the walls of even the royal palace itself. Yet, the traders rarely mention these great works or these legendary heroes, for what they remember most of all from their journey are the undead horrors, the slaughter, the bloodshed, and the ever enduring tragedy. Halltraded above all, is known for one thing, it is a synonym for death.

How does the dwarven mind work? Why do we choose to live in a place that brings certain death? How can a dwarf keep it's sanity when confronted with the horrible reality of a place like Halltraded? These are great scientific questions that respected scientists have been trying to answer since the dawn of time. Halltraded is the ideal laboratory, the perfect experimental setup; it's inhabitants are the unsuspecting participants in the most fascinating experiment of our time. All I need to do is observe the madness, and take notes. it will be most fascinating.

What's more important: I will finally be away from the mountainhomes, in a place without confining rules, a place probably... less concerned about the ethical issues associated with some of the scientific work I have scheduled.... I can't wait to get there.

Dr. Korsakov

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 10, 2009, 12:56:43 pm**

Oh dear.



Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **October 10, 2009, 01:35:10 pm**

A bloody and demented 'Doctor' on the way?

*Sweet.*

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 10, 2009, 02:44:03 pm**

Try as you might, you'll never stop maggarg complaining.  
Never.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 10, 2009, 04:05:09 pm**

1st Granite:  
I... I made it to Halltraded. The journey has been...demanding. I will however not allow emotions to take over from reason and logic, and will thus keep my description of the journey short and stick to the facts: I am the living, scientific proof that a dwarf, when properly motivated, can outrun a skeletal sturgeon, if properly motivated. The absence of my two lab assistants, who started out on this journey with me, is scientific proof that a dwarf may need some help in slowing down the undead to have a fair chance of escaping. Nobody said that being a lab assistant is a good job.

2nd Granite:  
I have come to the conclusion that it will be much easier to set up my experiments if I am in a position of power. By bribing the right dwarves I have achieved just that, they have agreed to make me leader for a year. My knowledge of dwarven psychology has been most usefull, it only took a moderate quantity of booze.

4th Granite:  
I have found out that the position of leader for this fortress is mostly symbolical. There is no justice system whatsoever, and no way to properly enforce my demands. Scientific experimentation requires a controlled environment, and I have decided to create just that. I have ordered the dwarves to dig out cell blocks, and appartments for a captain of the guard. The hammerer, Kivish Scrapedmachine, has been exstatic ever since he heard the news.  
Do not misunderstand me, the complete anarchy of Halltraded is a fascinating subject worth studying, but it will take time to finish the cellblocks, and appoint a sherrif. I will thus have plenty of time to study the current chaos. I have ordered Urist to make a list of dwarves that have outstanding punishments:

Spoiler (click to show/hide)

Apparently Urist has been a bit to thorough, he even listed all the dead dwarves. The mental state of the inhabitants of this fortress is truly fascinating...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 10, 2009, 06:47:19 pm**

Well, it doesn't look like any named dwarves are up for punishment.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **October 10, 2009, 09:00:58 pm**

Gee, I see both Inky and Keldor on that list. ::)

You know, local legend has it that if you sit still and listen long enough, you can hear the screams of agony of the previous inhabitants as they were torn apart by various monstrosities. Of course, the more scientific dwarf would argue that the screams are not those of the dearly departed, but merely the screams of the current inhabitants of the fortress, as they instead are torn apart by undead monstrosities.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 11, 2009, 01:56:01 am**

Quote from: Christes on October 10, 2009, 06:47:19 pm  
Well, it doesn't look like any named dwarves are up for punishment.

Zekrish is on the list, oddly enough he does not have a punisment listed, just his crimes. I guess the hammerer will just be creative, when he is apprehended.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **October 11, 2009, 02:19:42 am**

Once they go on the list, they stay there forever. Most likely Zekrish has just served his jail time and is free now, but with the crime on his permanent record. XD

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 11, 2009, 12:22:41 pm**

Quote from: Bralbaard on October 11, 2009, 01:56:01 am  
Quote from: Christes on October 10, 2009, 06:47:19 pm  
Well, it doesn't look like any named dwarves are up for punishment.  
Zekrish is on the list, oddly enough he does not have a punishment listed, just his crimes. I guess the hammerer will just be creative, when he is apprehended.

Oy, I didn't see Zekrish.

Does the punishment get dropped after a while. I believe someone noticed that a while back.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 11, 2009, 02:57:49 pm**

**8th of granite:**  
The entire fortress smells like rotting fish. Piles of rotting trout and raw turtles are everywhere, The heaps of decomposing flesh may offer a plausible explanation for the stories about the undead fish that are supposed to haunt this fortress, the smell is horrible, and could easily kill a dwarf with a lesser constitution. The dwarves happily toss freshly caught fish onto these piles, but nobody seems to process

them further. -Fascinating but highly puzzling behaviour....  
After investigating as to why, I am told that the only fishery is in the flooded section of the fortress, and out of order. Also, the military who are on training duty are milling about on the first floor, doing nothing. They can't even tell me where their barracks are, nor can anybody else. What's more: the grand dining rooms off the fortress are not designated as such, and dwarves are complaining about a lack of chairs and tables. Fascinating... This place truly lives up to the stories told about it in the mountainhomes. On the upside, I have read some interesting scientific reports by "the engineering guild" a group who worked under the command of last years ruler. It includes a wonderfull report about the causes of an exploding trade caravan, and another one about a huge flood, that also took place last year. The engineering guild seems to be glad to help me in setting up some experiments. I do not yet fill them in on all the details.

**11th of granite:**  
An elven trade caravan arrives.

As mentioned before, the dwarven mind is still an unsolved puzzle to scientists. The elven mind, though, is a far greater mystery. Scientists have long debated about what the heck is wrong with these creatures. The question has always remained unanswered. Cerol, our trader mannages to somehow offend them by offering an item that has apparently been crafted using wood. Half the stuff the elves are carrying is made out of wood, which by any scientific test, is not different from what we are offering. The elves seem to have an even lower opinion of scientific explanation and facts than my fellow dwarves, and explain my very reasonable response as a grave insult. The elven trader starts to cry and runs of to see the elven diplomat who is discussing politics with the baron right now. oh dear.

**16th of granite**  
The engineering guild, who are busy on some preparations for some experiments I have planned near the west tower, report that they have spotted a large group of marksgoblins that revealed themselves by ambushing some skeletal deer. The goblins are now moving towards the fortress. I order all the dwarves to go inside.

**18th of granite**  
Robin, who has apparently ignored the orders to stay inside, is ambushed by another group of goblins on the south side of the fortress, he is immediately shot in the head by a marksgoblin, but is stil alive. A nearby hunter, Thob Taxinked, tries to rescue the former leader, but he too, is shot in the head, the injury proves immediately fatal for him. Robin tries to escape, but weakened, he can not outrun the goblins and is torn to pieces.  
[Spoiler](#) (click to show/hide)

The goblin squad storms the trade depot gates, where the assembled military is waiting, the goblins do not stand a chance against the trained military.  
[Spoiler](#) (click to show/hide)

The elven diplomat picks this exact moment to walk out of the trade depot gate, screaming several insults at members of the dwarven race. He decides to cross the damn, fleeing towards the elven forests that lie downstream of Halltraded. While doing so he promptly runs into the other goblin squad who are just crossing the damn from the other side, and is hit by a barrage of missiles.  
[Spoiler](#) (click to show/hide)

Absolutely pincushioned he keeps crawling on and even makes it almost across the damn, before bleeding to death. This gives the dwarves off Halltraded an idea, the elven traders are still inside the fortress, even though they are preparing to leave (because of the "Insult"). The military retreats to positions deeper in the fortress while the trade depot gates are left wide open. The goblins enter trough the gates, but just before they arrive, the elven traders decide to leave through the back door of the fortress, leaving the front door wide open. The military quickly rushes in to kill the goblins, and a quick victory is achieved. All dwarves are cheering and yelling and all eyes go towards Bim Nuttabey the North healer of Charm, leader of the halltraded military, known for singlehandedly killing 32 goblins, Beancities the skeletal carp, and 48 other undead horrors. By tradition he will give one of his famous victory speeches. The shock is great, when Bim suddenly collapses, clutching his chest. All nearby dwarves rush to his aid, but their fearsome captain has taken a goblin arrow in his heart, and can not be saved. Halltraded will mourn his passing, and the passing of its former leader Robin.

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Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 11, 2009, 05:15:32 pm**

Bim, Robin, *and* the elven diplomat die in one go?  
  
Will the elves declare war now? I've never had the diplomat die before.

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Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 12, 2009, 08:42:17 am**

Shit, the military dictator is dead. I guess we'll have to make him Eternal Leader in North Korean style.  
I think Maggarg is the oldest living leader now.

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Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 12, 2009, 11:13:43 am**

Maggarg arrived in Halltraded before bim did. Maggard "Ushat" combinedcity was one of the original seven dwarves that founded halltraded, I am not sure when Bim moved in.

---

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 12, 2009, 03:20:57 pm**

1st slate  
Today started out most wonderfull, alas it didn't last long. I had just finished some complex calculations, and was busy reading some scientific articles when I was most rudely interrupted. Out of nowhere, Dumat Pagepartnered the clothier stormed into my office. He was screaming like an idiot and completely naked except for a piece of ornamented clothing that barely covered his manly parts. With a feverish look in his eyes, he told me he had come to show me his "muscle of laboring" and reached for his underwear. I had him removed from my office at once. I can't wait till the cell blocks are finished.  
  
[Spoiler](#) (click to show/hide)

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Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 13, 2009, 12:27:57 pm**

I'll be quite busy the comming weeks, and will not be able to finish my turn. I may be able to do some updates before sunday, but the time schedule will be getting worse after the weekend, so I will pass the turn to the next in line on sunday. (Also I will be travelling for work for most of november and late october)  
  
I've only finished the first month of the year so far, so I am not going to get very far before the end of the weekend, as I will be away for most of the weekend as well. The next person (Maggarg ) can play a full year from wherever I'll stop.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 14, 2009, 09:53:28 am**

Sounds good.

Title: **Re: Halltraded succession game**  
Post by: **ChazzyBurger** on **October 16, 2009, 07:02:26 am**

Sorry about that guys, I've been the hospital for the last few weeks.

I would've told you but... Sorry!

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 16, 2009, 10:25:17 am**

Quote from: ChazzyBurger on October 16, 2009, 07:02:26 am

Sorry about that guys, I've been the hospital for the last few weeks.

I would've told you but... Sorry!

No worries, can't help nature, I guess.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 17, 2009, 02:00:23 pm**

9th slate: I have searched the entire fortress but I have been unable to find as much as a grain of unpolluted sand, it's all mixed with clay, peat, vomit or blood. This means we can't create glass, and far worse, I can't build my alchemists lab. This is unacceptable as a proper scientist needs to be able to experiment with dangerous chemicals to be taken seriously. It seems I have to go for the next best alternative: Magma. I have ordered the dwarves to tunnel the magma from the volcano to the north side of the fortress, for the construction of an obsidian factory. Power from the waterwheels will also have to be diverted to the site of the factory.

11th slate: The cell blocks and appartments for the captain of the guard are finished. Almost all dwarves in the fortress have applied for the job, likely because this would allow them to avoid punishment themselves. By an age old dwarven tradition the dwarves decide to settle the dispute by giving a party at the felsite table, the dwarf that can drink the most keggs of sewer brew without passing out will be Halltraded's captain of the guard. Any scholar could tell that this may not be the most wise method for choosing a captain of the guard, but common sense has always been hard to find in this fortress. In the end, Zulban Boltspeak won the competition and was swiftly inaugurated by the baronnes. He then vomited all over the place, and promptly passed out.

12th slate: As Zulban did not remember what happened the day before, he again had to be told that he had been appointed as captain of the guard. After drinking a couple tankards of dwarven ale to ease the headache he started on the job:  
[Spoiler](#) (click to show/hide)

10th felsite. A group of migrants has arrived. Our population is exactly one hundred dwarves now.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **October 18, 2009, 03:06:21 am**

Don't we have a little bit of rock crystal? If so, you could make a crystal glass flask for the alchemy lab.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 18, 2009, 03:52:42 pm**

I have basically finished playing and I ended up somewhere in early summer. (did not have time to check for the rock crystal, because I only read this afterwards. )

Anyhow, I had to install my scanner on the new system to scan a picture for my writeup but it needs a reboot for it to function. I can't do that as the computer needs several hours to crunch some unrelated data. I'll try and post the save and updates tomorrow, but I'm afraid I won't be able to do so before tuesday. sigh....

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 18, 2009, 05:10:44 pm**

Because we obviously are impatient folks in this thread ::)

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 19, 2009, 01:27:20 pm**

True, but I feel I should at least try and set a good example. :P  
---

25th felsite.  
I am busy with the last preparations for my first experiment.  
For this experiment I will need a large quantity of cats, we happen to have no shortage of those. All cats will be simultanuously dropped from the eastern tower: The results will help us solve many of sciences great remaining questions. This is the experimental setup:

[Spoiler](#) (click to show/hide)

and these are the questions I'm hoping to answer

1: do cats always land on their feet, and will this help to break the fall?

2: do cats have multiple lives?

3:Schrödinger ([http://en.wikipedia.org/wiki/Schr%C3%B6dinger%27s\\_cat](http://en.wikipedia.org/wiki/Schr%C3%B6dinger%27s_cat)) already knew cats are tightly linked to quantum mechanics. It is even thought that large groups of cats are able to slow down time itself with their mere presence. The effect could be proven by measuring the "FPS" before and after the cats have fallen. If they die, that is.

4: This one will be the most interesting: how will dwarves cope with the loss of their loved pets? Their reactions may help me understand how they cope with living in Halltraded and how they manage to stay more or less sane while exposed to the horror of this place.

I have assigned all cat-owners in the fortress to military duty in a special squad, and ordered them to keep watch for "the enemy" on the special platform I have constructed on top of the eastern tower. If I am correct, their cats will come to visit them to either beg for food, or to bring killed vermin. If enough cats have assembled, I will order the dwarves to retreat, and to tightly lock the door behind them. Also, I will set all caged cats of the fortress loose on the platform just before the start of the experiment.



Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 19, 2009, 03:53:44 pm**

3th hematite: It seems the cats have a sixth sense that warns them of impending doom. All of the felines are cowering on the lower levels and none will visit their masters. Most irritating. I order the squad to retreat, we will do the experiment with the caged cats only. I order the dwarves to lock the door, release the cats, and start the experiment.

4th hematite: Nobles are too lazy to work, but they gladly make an exception for the fun jobs. The baroness consort herself has shown up to cast the cats into oblivion.  
5th hematite: I may have spoken too soon, she may be too lazy. After she finds out that the stone pavement is not easy to tear up, she calls for her daughter, Tholtig lenskings, to finish the job. The child, already showing all the cruelty of the noble she'll grow into, happily finishes the job:

Spoiler (click to show/hide)

Finally we have results!:

Spoiler (click to show/hide)

It seems all the cats have died (close to 40). The effects on the passage of time are opposite from those expected. fps has decreased from 14 to 11.  
(I actually played this part on my old computer)  
Fascinating results, it seems my hard work here in Halltraded is beginning to pay of.

7th of hematite. It seems my experiment has backfired, the dwarves can not see the value of my scientific work, and fail to see progress even when it is in their face. They allow primitive emotions to cloud their judgement, and demand that I resign from my position. Maggarg, that cranky old dwarf is, as usual, complaining most of all and seems to be leading the rebellion. I have no intention to spend my time listening to the complaints of the dumb masses, and decide to step down as leader of the fortress, but not for the reasons they suspect. The basic requirements for scientific research are now in place, and I will continue my research. Now that I am no longer the ruler I can perform my projects in the background, hidden from view. My work here has only just started.

Map : http://mkv25.net/dfma/map-7252-halltraded  
Save : http://dffd.wimbli.com/file.php?id=1508

Some things the next ruler should know:

The obsidian factory is as good as finished. As explained on the DFMA map, only one axle needs to be build to connect the thing, but you might want to wait untill the levers on the floor above have been connected to the pumps and have been switched off (that way the pumps for the cooling water start out in the off position( I think)). The orders for this have been given. of course the whole thing remains untested.

Christes great project is still unfinished, there has been some progress on the walkway and the south tower is mostly done, but large parts have not been completed.

In order to connect the obsidian factory to our power supply I had to path the axles straigh through the room occupied by the dragon. I had to remove her cage, and she is now in one of the stockpiles.I had huge plans for the dragon, but I did not start construction as I would not have had time to finish it.

The next person (Maggarg) can play a full year from where I stopped.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 19, 2009, 08:20:33 pm**

Sweet.  
  
How's the power usage coming?

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 20, 2009, 01:12:06 pm**

I'll get started as soon as I can. It's a stroke of luck I get a week's holiday starting on friday, so I should be able to blast through it.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 22, 2009, 07:56:53 am**

Ok, I'm planning on an update for saturday. I figure that setting deadlines will make me more efficient.  
I can't do an update right now because I just drank a bottle of wine. A mighty folly, but I'm sure the dwarves approve.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 24, 2009, 07:06:11 am**

Diary of maggarg

7th haematite 311  
Hah, that showed them young psy-ent-ists who's boss!Droppin' cats for th' good of th' fortress I understand, but droppin' them for the sake of it I doesn't. Anyway, I'm in charge again, and THIS time there's plenty o' food and none too many monsters. Now I have to work out whur all th' workshops are. We need more barrels.

8th haematite  
I forgot how bleedin' buggered this place is. There's more water in the tunnels than in the river! There's also a bunch of big structures I don't understand, like a lot o' this new-fangled stuff. It seems to be addin' a lot o' value to the ol' place, since it's worth almost 2 thousand... thousand? thingies. Thurs also some lava thing I don't want to mess wi'.

9th haematite  
Also I wants a room. Can't be no leader without no room! 'Stead o' wastin' time diggin' and engravin' one, I'll just nick one. Whassername, Aria. Her useless daughter has a room, an' I don't. I'll kick her out and use it as mine. I'm havin' some trees cut so's we can make more barrels. Bloody dead land. Wood gets harder to come across these days.

10th haematite

I want every animal that ain't doing something here to be turned into food. There's hundreds of 'em, and they're pissin' on my floors. Oh, and some human arrived.

11th haematite  
Ah just found th' latest map o' this place. Looks like someone dipped a spider in ink and let it run around a piece o' parchment.  
There's lots o' notes saying ah shouldn't open a few doors under no circumstance.  
Thur's a little drawing o' me swimmin' and everywun else drownin'.  
Oh buggery. Some goblins're here. I wanted some trees chopped down today as well.  
An' a woodworker had a babby.

12th haematite  
Ah've arranged th' squads to th' best o' my ability, an' ah hope it works. I'm still wonderin' if we could pump all th' water from the fortress. One day, perhaps.

14th haematite  
The human is speaking wi' th' baron about something.  
Ah'm more int'rested in a single lass in champion's armour takin' on two squads o' goblins.

15th haematite  
An' she's winnin'.  
Th' battle at th' gates ain't goin' too well though. A champion's died and a decent wrestler.

16th haematite  
Looks like th' goblins are tirin' of battle. Our champions are battered, but they're probably victorious.  
\*later that day.\*  
The siege is broken! back to making the fortress less so!

OOC:  
This place makes no sense. Argh. I'm still working out how anything actually gets done here, because it looks like the devil's own algebra at the moment.

Title: **Re: Halltraded succession game**  
Post by: **Neruz** on **October 24, 2009, 07:38:09 am**

I suggest you start pulling levers at random and see what happens.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **October 24, 2009, 08:18:16 am**

In Halltraded, pulling levers at random might accidentally flood the elves downstream with lava, which would not be beneficial to positive relations.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 24, 2009, 08:27:27 am**

In halltraded, breathing too hard will probably kill something. The fortress is a pack of cards.  
Covered in oil. On fire.

Title: **Re: Halltraded succession game**  
Post by: **Neruz** on **October 25, 2009, 02:34:54 am**

If you're going to break everything anyway, might as well do it *properly*.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 27, 2009, 05:36:30 am**

17th haematite  
Th' human caravan has arrived. Ah'm jus' goin' to dump all th' stuff we don't want for as much stuff as possible. Barrels, booze an' wood, hopefully.  
\*a few minutes later\*  
My, tha's a lot o' narrow rubbish.

18th haematite  
I reckon if we made a big enough pump assembly in the dry riverbed we could clear out the water from the fortress.

19th haematite  
Found old Bim's tomb. It's just a battered felsite coffin in one of the damp little rooms in the catacombs. He might have kicked me out of power, but he deserves a bit better than this. Not much I can do though, a dwarf stays where he's buried.

20th haemitite  
A'right, Ah think Ah've found th' levers to make th' pumps work. Jus'... There's a lot o' them. I'm not sure which ones flood the world wi' magma or which ones open a room full o' cats. Also I want barrels made o' the least useful metals.  
Also, th' traders are still unloading. Bloody humans. They have to reach too far when they pick things up, I reckon.

21st haematite  
The rubbish stockpile is nicely full o' kittens. Ah keep findin' more levers and axles. We must be almost as bad as that place Grandad's in!

22nd haematite  
Bought the humans out of all their metal, wood, booze, food and barrels. Didn't even need t' give them even a quarter of the stuff we have.

I'll offer a lot of that goblin rubbish. Should get rid of it.

24th haematite  
Food stocks look healthy, much better than what I was stuck with th' first time.

25th Haematite  
a Fisherdwarf called Melbil drowned. Funnily enough, he died in a little pool up some hill. Pretty shifty circumstances...  
I call dibs on his socks!

26th haematite  
No-one has made those copper barrels yet. Ah'm not too pleased wi' that dungeon master.

27th haematite  
Another month nears it's end. I reckon I'll just go through to th' end o' the year to keep things orderly. Ah got another letter from Grandad. Keeps complainin' about the damp, mechanics, gods, stairs, people who aren't mechanics, when there are ramps, not stairs, how it's too hot, young people, music with rocks in, music with metal in, and some paranoid plot involving alligators, elephants, a hunting shack and a pair of socks.

OOC:  
I've found a room full of levers. Will commence the pulling of all of them.

Title: **Re: Halltraded succession game**  
Post by: **Neruz** on **October 27, 2009, 06:09:07 am**

Make sure you document the results.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 27, 2009, 11:50:05 am**

The lever room does have (N)otes in it.

Quote  
19th haematite  
Found old Bim's tomb. It's just a battered felsite coffin in one of the damp little rooms in the catacombs. He might have kicked me out of power, but he deserves a bit better than this. Not much I can do though, a dwarf stays where he's buried.

You can fake it. That's how I made "tombs" for the previous leaders.

Title: **Re: Halltraded succession game**  
Post by: **CobaltKobold** on **October 27, 2009, 11:57:14 am**

Actually, if you're out of burial-needing dorfs, deconstructing a coffin and building the new one where you want the bones mo'ed works fine. I hear.  
  
Can't make the room larger than 1x1 Grave though. But who's gonna care?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **October 27, 2009, 01:22:15 pm**

It's good to hear that the human caravan has been a bit more well-behaved this year.

In other news, I will be away from home for the next three and a half week, but I trust the fortress will do fine without me. I will update the turn order etc. when I'm back.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **October 27, 2009, 07:30:18 pm**

Quote from: CobaltKobold on October 27, 2009, 11:57:14 am  
Actually, if you're out of burial-needing dorfs, deconstructing a coffin and building the new one where you want the bones mo'ed works fine. I hear.  
  
Can't make the room larger than 1x1 Grave though. But who's gonna care?

Yeah, exactly. I *think* it works even if you aren't caught up on burying, too. I believe dwarves go first dead, first buried. If you take someone out of a coffin, they will always be the one that has been dead the longest.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **October 29, 2009, 05:40:03 am**

Quote from: Christes on October 27, 2009, 07:30:18 pm  
Quote from: CobaltKobold on October 27, 2009, 11:57:14 am  
Actually, if you're out of burial-needing dorfs, deconstructing a coffin and building the new one where you want the bones mo'ed works fine. I hear.  
  
Can't make the room larger than 1x1 Grave though. But who's gonna care?  
  
Yeah, exactly. I *think* it works even if you aren't caught up on burying, too. I believe dwarves go first dead, first buried. If you take someone out of a coffin, they will always be the one that has been dead the longest.

I'm just surprised that only three people have died in a month!  
Last time about thirty people died in three days.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 03, 2009, 11:50:04 am**

28th haematite  
Still trying to work out exactly how there's so much water in here.  
Th' place is like a sieve!

29th haematite



A'right, Ah found a lever that says it drains th' flood.  
What can go wrong?

30th haematite  
'kay, it's just been pulled and the floors are shaking and th' gears are rumblin', but ah don't know what's actually happenin'  
It'll resolve itself ah guess.

2nd malachite  
Still not sure wha's happenin', and it looks like the tunnels are still pretty damp.

3rd malachite  
No' much is happening apart from people gettin' scared by a dead deer.  
It's still moving around, I guess, but ye'd 'ave thought they'd be used to it by now.

4th malachite  
Spent the day shovelin' red scraps of paper into th' magma pipe.  
I don't know why they give me th' bloody things. I don't use 'em as much apart from insulation an' firewood.

5th malachite  
I'm not sure what that lever's done, but it don't seem to be much.  
This whole hill is full o' tunnels no-one uses. Some o' them not since I were last in charge. In one o' them I found old dry blood and axe marks on the walls. Most o' them are thick wi' rock dust and moulds.  
There's a little room in there somewhere, although no-one knows what it was for.

6th malachite  
That work order fer copper barrels still hasn't been met! Ruddy smiths.  
We have over 110 booze now though, so we should eventually be safe from any recurrence of th' spring of '05.

7th haematite  
Bin a month in charge now, an' that psy-ent-ist is still naggin' about th' greater good. Huh, young folk. His beard's barely grey! I know what grandad'd 'ave to say about that!.

8th malachite  
Ah think ah've worked out how that stone fact'ry works now. Them notes on th' levers're pretty helpful.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 03, 2009, 12:28:25 pm**

The permaflooded tunnels will not be drained short of a massive damming campaign, unfortunately.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 03, 2009, 12:56:39 pm**

Quote from: Christes on November 03, 2009, 12:28:25 pm  
The permaflooded tunnels will not be drained short of a massive damming campaign, unfortunately.  
God dammmiiiiiiiit!  
I wish for a dwarven aqualung.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 03, 2009, 01:12:17 pm**

You mean the ones right below the river right?

They are in *direct* contact with the river waters below the power platform. It's a miracle that that area was sealed off. It took a well-placed cave-in, actually.

The pumps to drain the flooded section were draining *the rest* of the fortress, if that gives you an idea of the scale of things.

Heh, I never realized how confusing it would be for someone to come in who hasn't been following the mechanical undertakings. If you go back to the end of my last turn, I made a guide for the lever room.

Title: **Re: Halltraded... Armok must hate us (succession game),**  
Post by: **Christes** on **November 03, 2009, 01:14:36 pm**

Double post! Here it is:

Quote from: Christes on September 03, 2009, 02:46:58 pm  
Also, our pumping system got even more complicated. Here's the control room:



The levers on the right were all there before, but here is a rough summary:

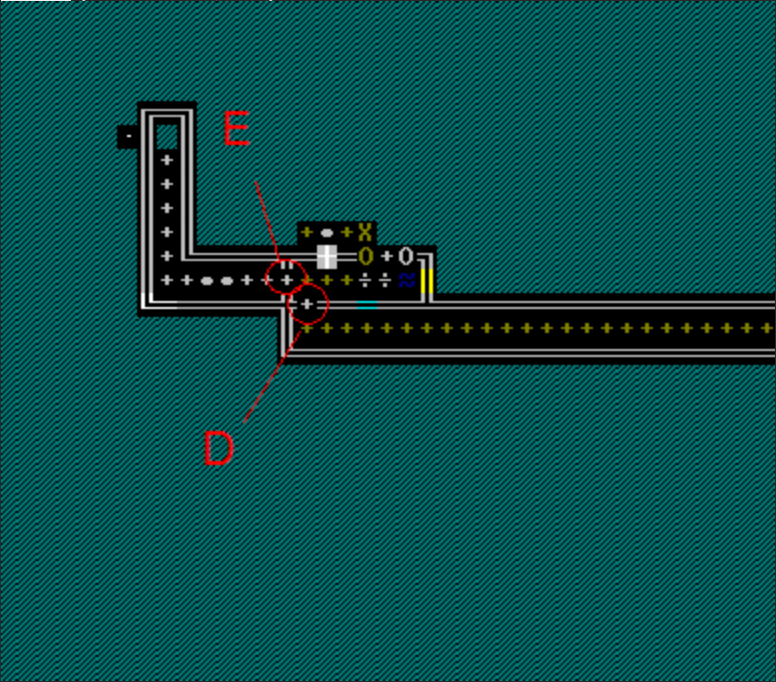
- A controls the aboveground pump tower build by Christes way back when. It pumps water from a cistern below ground.
- B pumps water from the bottom level of the fortress into the cistern (used to unflood the fortress).
- C pumps water from the river into the cistern.

The two levers on the left are new. They are used to control the output of Christes's pump tower.

- D opens the output of the tower to the river.
- E opens the output of the tower to the trade depot. Leaving them both open will split the output.

Here are the floodgates affected:

[Spoiler](#) (click to show/hide)



Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 03, 2009, 01:17:16 pm**

Oh damn. I might have to figure out another way to do it. Or I could just give up, I guess.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **November 06, 2009, 02:42:37 am**

I guess we'll just have to build another dam upstream in order to deal with the flood. Then we could have a lock to help facilitate barges, just like they have on the panama canal!

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 06, 2009, 03:02:42 am**

I was actually planning to do that during my turn, but the suicide bombing merchants changed my plans. Why do you think I built that many waterwheels? ::)

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 06, 2009, 12:26:44 pm**

Sorry if I've been a bit slow, I'll be able to do a few good-sized updates over the weekend.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 07, 2009, 12:08:05 pm**

9th malachite  
I reckon it's time to test th' west section o' th' factory. Obsidian is nice stuff. Or at least to test it when th' gears are linked up.  
On another note, we needs an efficiency drive. This place is cluttered wi' stuff, an stockpiles are 'undreds o' yards from th' shops.

10th malachite  
Th' human envoy has actually started speaking to us, quite a while after we bought out th' caravan. Anyways, ah requested wood an' rare metals, as usual wi' some booze an' plants thrown in. Basically all th' stuff we run out of a lot.

11th malachite  
Looks like th' gear for th' east obsidian mould was on by default. Not too much o' a difficulty, just a bit irritatin'. Also, there's a flaw in construction. There's a bit o' magma th' water can't reach because it's under a wall on the east section.

12th malachite  
Barrel and booze situation lookin' pretty stable now. Wi' a couple'a hundred more barrels, we should be sorted.

13th malachite  
Th' water in th' factory 'as stopped boilin' and we can see th' obsidian underneath. Th' water's still pleasantly warm, so ah'm usin' it fer a hot toddy.

14th malachite  
The east pump has been connected, so I want th' water turned off now. When they connect th' floodgate, we'll be able to get th' obsidian. Ah've also noticed a reduction o' about one hundred in th' numbers o' useless animals, an an increase in the consumption o' mystery meat roasts.

16th malachite  
We need more bins fer crafts an' bars, th' stockpiles are gettin' cluttered. Fancy projects are all well an' good, but what this place needs now is a bit o' borin' competency. Ah reckon we needs more forges, so ah'm going t' make some more in th' quarry. Looks like ah'm goin' to 'ave to do all th' bloody work again. My design should support about 16 magma-powered buildings, enough fer some serious forgin'. Halltraded should stop bein' this mad outpost an' start bein' a proper fortress.

17th malachite  
Th' factory seems to be a fully functionin' and fairly well designed machine, 'part from that wall. Should be fixable. The drain works reasonably

well.

18th malachite  
Armok on crutches! Th' river's fillin' up wi' rainwater. Ah thought it were some kind o' nasty druidry by th' elves, but it's just plain ol' rain.

19th malachite  
Drink situation still improvin'. Almost 200 gallons o' booze now. Th' water from th' moulds is evaporatin' and pourin' away pretty well, even wi' both o' them open.

20th malachite  
We struck rock crystal! Nice stuff, rock crystal. Ah'll have it mined out an' the space walled up, since it's in th' new magma pipes. It's a bit slow 'cause Ah'm busy, an a lot o' these miners only just figured out what end o' th' pick to use, never mind th' ancient art o' beard-minin'. Watchin' 'em mine is like pullin' teeth.

21st malachite  
It's just stopped rainin', which is nice. Ah quite like th' outdoors really, but no' the way it rains.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 07, 2009, 01:33:41 pm**

Any plans for the obsidian?

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 08, 2009, 07:07:53 am**

Quote from: Christes on November 07, 2009, 01:33:41 pm

Any plans for the obsidian?

Not really. I'm just going to hope it doesn't kill everyone.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **November 09, 2009, 12:52:27 am**

Wait, Maggarg *bathed*??!! :o

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 09, 2009, 11:25:46 am**

Quote from: Keldor on November 09, 2009, 12:52:27 am

Wait, Maggarg *bathed*??!! :o

Nope.  
Just added whiskey to hot water.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 11, 2009, 12:25:38 pm**

2nd Galena  
Ah'm almost wishin' somethin' will go wrong, 'cus ah've had nothin' t' write about fer almost two week!

6th galena  
Diggin' out th' obsidian now. 'Ope this works.

12th galena.  
No. The moment you clear out the obsidian, your miners have to run from the magma. Not possible to salvage the obsidian.

15th galena  
Beginning to open up the magma pipes for the megaforge. Also set the farms to produce plump helmets instead of Sweet pods. Th' soils gettin' tired. No-one's haulin' anything either. All the barrels ah wanted are still in th' shops.

18th galena  
Ordered the last section of the big sky bridge thing. I wish the butchers would slaughter faster. I wonder where ol' Halltraded's body is. Ah remember him dyin' somewhere.

20th galena  
Still 'undreds o' animal babbies runnin' around. Ruddy irritatin' is what it is, but no-one wants to do their jobs, an' there are shops ye can't see fer the stuff in 'em. Someone needs to rebuild th' whole fortress.

21st galena  
Skybridge is now fully usable! All ah need to do is put th' railin's on an' it'll be plain sailin!

22nd galena  
Th' trade depot is still a stinkin' mess o' goblin parts. The haulers here are th' worst ah've ever known. They need teachin' in th' manner o' the great 'aulers o' old! My ol' grandad were a hauler once. Course, it were more dangerous to be a miner then. Ceilin's used to fall in if th' room were too big. Ah still don't believe him.

25th galena  
Th' nobles want me to make axes, hammers an' glass. Ah'll do what ah can to avoid any beatin's, but ah can't make no glass. Th' new forge pipes are fillin' up, but slowly.



**Title: Re: Halltraded succession game**  
**Post by: Bralbaard on November 11, 2009, 01:21:31 pm**

Still travelling for work, but I have limited internet acces.

When randomly browsing this internet, I ran into a recent post on TIGsource that is of interest to this thread. It has a video of the stonense visualizer for DF, which in itself is cool, but to my great suprise the video was shot using Halltraded as an example. Make sure you watch till the end, Halltraded again lives up to its reputation :)  
here's the link:  
<http://tigsourc.com/articles/2009/11/03/stonense-dwarf-fortress-visualizer>

**Title: Re: Halltraded succession game**  
**Post by: Maggarg - Eater of chicke on November 11, 2009, 04:37:24 pm**

Quote from: Bralbaard on November 11, 2009, 01:21:31 pm  
Still travelling for work, but I have limited internet acces.  
  
When randomly browsing this internet, I ran into a recent post on TIGsource that is of interest to this thread. It has a video of the stonense visualizer for DF, which in itself is cool, but to my great suprise the video was shot using Halltraded as an example. Make sure you watch till the end, Halltraded again lives up to its reputation :)  
here's the link:  
<http://tigsourc.com/articles/2009/11/03/stonense-dwarf-fortress-visualizer>

If only it could visualise what the fortress was like in the great spiral.

**Title: Re: Halltraded succession game**  
**Post by: Christes on November 11, 2009, 09:42:00 pm**

Yeah I had a spittake when I saw that video for the first time.

The fire comment at the end made me laugh.

**Title: Re: Halltraded succession game**  
**Post by: Keldor on November 14, 2009, 11:23:24 pm**

I noticed that it was Inky of all dwarves that was the one on fire.

I guess that it doesn't clear the on fire state once the dwarf dies. Still amusing though ;D

**Title: Re: Halltraded succession game**  
**Post by: Christes on November 14, 2009, 11:34:02 pm**

Oh yeah. After dwarves die in fire, it stays there for a while, if not forever. In my turn, I would often gaze in amazement at the wall of flashing text.

**Title: Re: Halltraded succession game**  
**Post by: Maggarg - Eater of chicke on November 15, 2009, 10:04:45 am**

27th galena  
Nearin' th' end of another month. Th' pipes still ain't full after almost a fortnight, which is irritatin'. Ah think ah'll have summat smoothed an' engraved. Always cheers me up, a good engravin' o' an engravin'.  
No-one seems to engrave anything from 305.

28th galena  
Found out why it's fillin' so slowly. Th' pipe that feeds th' forges is plugged. Must'a bin some safety measure years ago.

1st limestone  
Autumn has begin, an' the leaves are fallin' off the trees. Leastways, they would if th' trees weren't already dead.

2nd limestone  
Got another letter from grandad. Complainin' in equal parts 'bout young folk and how goblins ain't as hard as they were an' how humans can only think about marshmallows.

5th limestone  
Ah'm one o' 8 miners, an' ah'm th' only one that does any work. That plug is still in th' way. There is some good news though. We've got over 350 gallons o' booze to last us now.

8th limestone  
There are still a few unlucky animals in the rainwater in the dry half of the river. I hear the elves are really suffering from lack of water. The thought warms th' cockles o' mah heart.

10th limestone  
Th' dwarven caravan has arrived!  
Ah wonder how much narrow crap we can dump on 'em.

11th limestone  
The forge is fillin' a lot faster now thanks to th' removal o' th' plug. Ah'm glad we have all these anvils now.

13th limestone  
Th' merchants are unloadin' their goods. Here's hopin' fer a good haul o' goodies.

14th limestone  
Th' forge floor is half smoothed now, and we'll engrave it soon. This'll be th' best lookin' forge fer miles around!

16th limestone  
Th' river's almost dry again. Poor fishies.

17th limestone  
Got rid o' a few tons o' narrow junk fer a few steel things, a load

o' bars an' gems, and a helluva lot o' booze. Ah wonder why th' mountainhomes want clothes that don't fit so bad though.

18th limestone  
The mechanic Mosus Nakistosid has had a babby girl.  
Ah hates babbies.

19th limestone  
Ah can see magma through all th' holes in th' forge now. It'll be another few days before we can use it t' forge in, and probably two weeks or so until we can engrave it.

20th limestone.  
Ah realize why there are no windows here.  
All ye can see is muddy ash and stone.

OOC:  
Apostrophe attack 9000.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 15, 2009, 01:22:02 pm**

Where is the forge being built?

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 15, 2009, 01:41:39 pm**

Quote from: Christes on November 15, 2009, 01:22:02 pm

Where is the forge being built?

In the strip mine to the right of the old forges.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 18, 2009, 12:54:35 pm**

22nd limestone  
An Ambush! Curse them!  
Sendin' out th' squads now. There's a snatcher as well, although to be honest there are too many babbies around anyways.

23rd limestone  
Th' champions flattened th' goblins. Lettin' them go back inside t' rest now.

27th limestone  
There are no undead carp whatsoever. Jus' noticed that. There's not as many nasty things as there were back in '05. Not even a skeletal bear now.

28th limestone  
Jus' wonderin' what'd happen if all th' mechanics failed at once in th' fortress. A lot o' this place is kept intact and dry-ish by the gears and things. There's only two layers of th' fort that ye can't flood by accident.

1st Sandstone  
Ah'm gettin' sick o' th baroness mandatin' glass, which we can't make here. Ah doubt it's a coincidence that her rooms are jus' a wall away from a magma tube.

2nd sandstone  
Ah found some ol' forges hidden behind a stairwell on th' housin' level. Looks like no-one's used 'em in yonks.

5th sandstone  
Tried to work out th' plumbing in this place. Gave up 'cause it seemed too much like thee-ow-rettikal fizzicks, or whatever that psyentist called it. Looks like some o' the stuff in them pipes isn't real, is real and is in both states at once until ah look at it. Or somethin' like that.

6th sandstone  
Engravin' th superforge. Just realised ah did it wrong as well. Stuff never turns out right in this bloody place, ah tells ye.]

7th sandstone  
Ah wonder where Sir Halltraded was buried. Ah remember findin' th' body, but ah can't fer th' life o' me remember where we buried him. Ah guess he's forever part o' th' fortress he founded.

8th sandstone  
Ah saw th' first engravin o' th' forge. Relates to th' early summer o' 305. A drownin'. It's a disturbin' piece o' work. Ah hope it gets fully covered by somethin'.

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **November 18, 2009, 04:52:16 pm**

Th' story is jus' great :D

By the way, how old Halltraded (the fortress, not the liaison' body) is? 12, 13 years?

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 18, 2009, 05:08:11 pm**

Quote from: Haspen on November 18, 2009, 04:52:16 pm

Th' story is jus' great :D

By the way, how old Halltraded (the fortress, not the liaison' body) is? 12, 13 years?

About that. I'm only playing until the end of the year time, although with any luck the fortress will be more stable and safer than it was when I started. I've built up a hoard of almost 500 units of drink now, which is a sizable amount, even for 100 dwarves.

Title: **Re: Halltraded succession game**  
Post by: **KaelGotDwarves** on **November 18, 2009, 07:48:23 pm**

Hahah, I was going to post in this thread but I forgot.

Yes, I pulled up Halltraded from the DFFD because it was a pretty decent fort that was out in the public domain... the perfectly timed save with goblin siege sealed the deal, so I recorded the demo with Halltraded :)

The fire comment was genuine surprise, because I didn't scroll that far down the unit list before. ;D

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 18, 2009, 08:48:57 pm**

Quote from: Maggarg - Eater of chicke on November 18, 2009, 12:54:35 pm

28th limestone  
Jus' wonderin' what'd happen if all th' mechanics failed at once in th' fortress. A lot o' this place is kept intact and dry-ish by the gears and things. There's only two layers of th' fort that ye can't flood by accident.

There *are* precautions against flooding. ::)

Noticed the insane amount of floorhatches? I got paranoid after the flood.

Quote from: Maggarg - Eater of chicke on November 18, 2009, 12:54:35 pm

2nd sandstone  
Ah found some ol' forges hidden behind a stairwell on th' housin' level. Looks like no-one's used 'em in yonks.

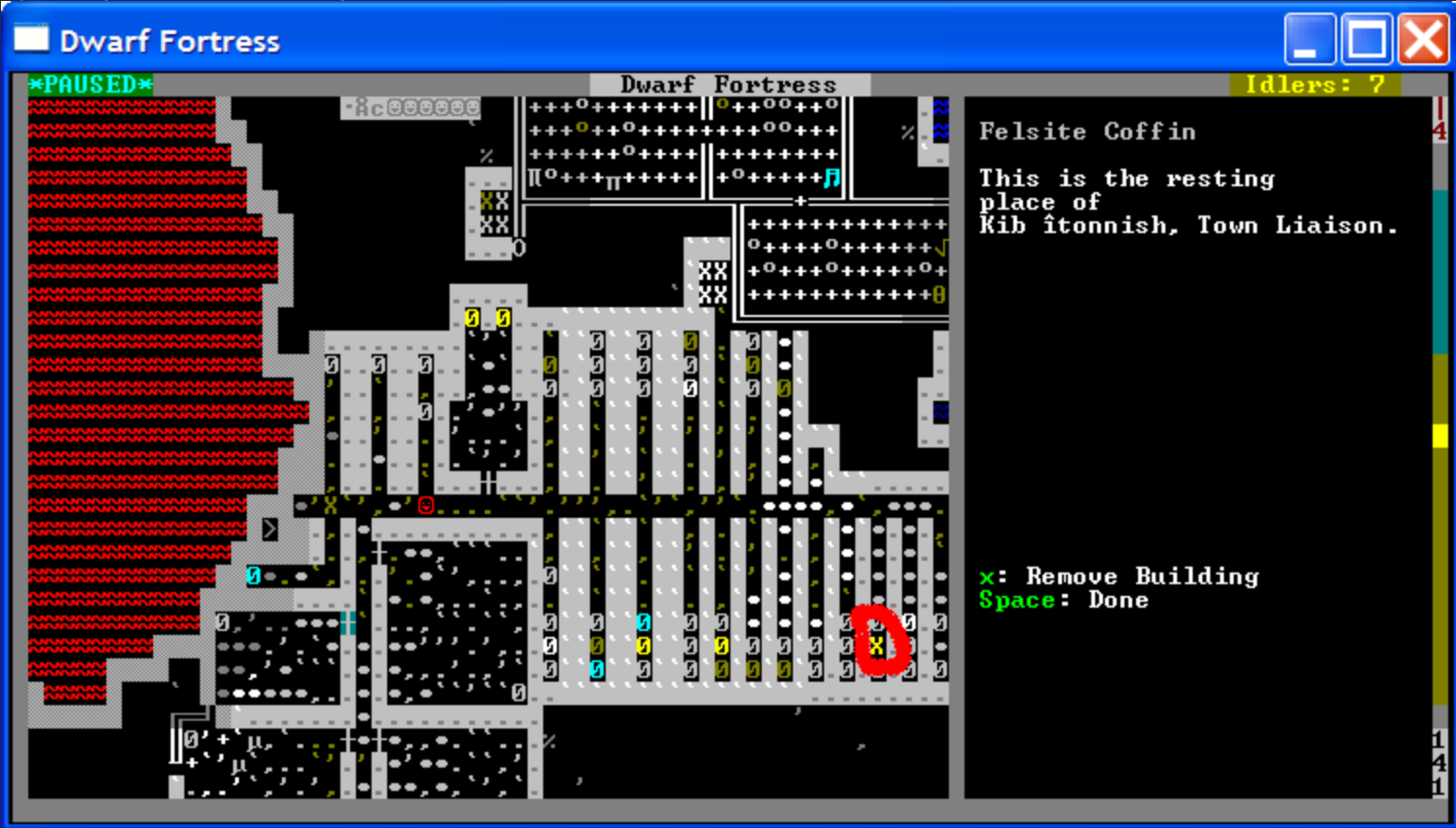
Those were built after the bottom ones flooded ;D

Quote from: Maggarg - Eater of chicke on November 18, 2009, 12:54:35 pm

7th sandstone  
Ah wonder where Sir Halltraded was buried. Ah remember findin' th' body, but ah can't fer th' life o' me remember where we buried him. Ah guess he's forever part o' th' fortress he founded.

You mean Kib? Don't think he founded it, but here you go:

Spoiler (click to show/hide)



Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 23, 2009, 04:13:31 pm**

10th sandstone  
Jus' orderin' some mandates filled. Can't do nothing 'bout th' glass though. Th' baroness'll jus' have to understand there's no sand. That an' th' fact her room is a foot away from firey death. There's nothin' like encasement in molten rock t' calm a dwarf.

14th sandstone  
Ah reckon there's a few places that're drainable wi'out serious dammin' in th' flooded bits. If ah had th' time or skills, ah'd make a few stacks o' pumps an' de-flood em.

18th sandstone  
Ah think that th' next ruler should fully dam or redirect th' river. Reclaimin' th' full fortress would finally allow us t' defeat this feelin' o' doom an' despair that's always been jus' beneath th' surface here. Been like that ever since Bralbaard (Armok rest his socks) were attacked in th' first week here. We jus' found a snatcher. Bastard'll be cut down, o' course. He looks a lot like th' last few, altho' ah'm sure it's jus' goblins in general. Ah mean, they could hardly be copyin' themselves.

20th sandstone  
Who designs th' bloody farms here. It's in little strips again, jus' like '05. On a good note, th' mandates're finished. Only 10 days. Ah can't believe that passes fer efficiency here, but it helps.

24th sandstone



We now have over 550 gallons o' booze, tho' ah'm not goin' t' be happy til' we have more'n a thousand.

26th sandstone  
Th' megaforge is now engraved. Ah'll put in th' smelters first.  
Two rows o' four smelters, eight in total. Next thing is th' eight forges. Then ah've got t' train up some decent crafters.

28th sandstone  
Only Timber an' winter left now before ah have t' prepare fer handin' over.

1st Timber  
Another month has passed, mostly wi'out event.

Only a season left for the next few days.  
Then I get to gain some real perspective on a slow fortress.  
Abbeyverse here I come.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 24, 2009, 12:19:24 am**

This thread has a long wait time. Glacies signed up like 11 months ago.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 24, 2009, 11:38:07 am**

Quote from: Christes on November 24, 2009, 12:19:24 am

This thread has a long wait time. Glacies signed up like 11 months ago.

Halltraded is like a bloodstained glacier. It gets their in the end.

Title: **Re: Halltraded succession game**  
Post by: **gumball135** on **November 24, 2009, 04:01:12 pm**

I just decided to pop onto the forum for a while to see what's happening, and remembered that I'd been signed up to this succession.  
Sorry guys, I'm gonna have to pull out :-[ I'm waiting for the big update to come out before I start playing again. Thanks anyways.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 24, 2009, 04:21:02 pm**

Yeah really, what happens to Halltraded after the coming update? It's not *that* far off anymore.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **November 24, 2009, 04:54:09 pm**

3rd Timber  
600 gallons o' drink, an' a few less clutterin' animals.

4th Timber  
Th' smelters're done, time to put in th' forges. Again, there'll be 8 o' them. Ah'll make a few wood burners fer posterity.

7th timber  
Booze supplies still growin' at a steady rate, 650 gallons now.  
Goin' to make more barrels if need be.

10th timber  
Numbers o' animails still droppin', booze still increasin'.  
Th' fortress is actually behavin' normally!

14th timber  
Th' grand forge is fully finished, an' now it's time to assign some useless soapers an' peasants t' makin' metal from ore and crafts from th' metal.

15th timber  
Orderin ores smelted an' mined out. Th' more bars made th' better.

16th Timber  
Ah might mine some houses fer th' metalworkers in future.  
It'd be much better if everyone lived near their work.

17th Timber  
If we make a cap o' obsidian over th' leakin' part o' th' fortress, we'd be able t' pump it out from there.

19th timber  
We're runnin' out o' ore. It looks like most o' the mines're flooded, an' there's too much stone around anyway. Ah guess further beautification o' th' fortress'll take too long fer me now, so ah guess that's th' next poor bastard's job.

23rd Timber  
Smeltin' any ores ah can find. Th' miners're diggin out as fast as they can.

25th Timber  
over 700 gallons o' booze. Don't look like we'll run out fer years now.

27th Timber  
Th' mayor has taken a request from th' Mason's Guild. Ah didn't know thur was one!

2nd Moonstone  
Th'western swamps're fished out. Ah didn't know we 'ad any swamps.

5th Moonstone  
Ah allocated a smelter an' forge to our Dungeon master. Ah hope

he likes mah present.

9th moonstone

Ah hope we find some Iron ores soon. We've got a load o' silver an' lead, but no' much o' our own iron.

13th microcline

WE HAVE STRUCK MICROCLINE  
WOOOOOOOOOO.

14th moonstone

Aban Lilarrovod, a weaver, is Possessed! He has claimed a Clothier's Shop!

17th moonstone

Aban Lilarrovod, a weaver, is Possessed! He has claimed a Clothier's Shop!

No ores found. Armok be damned! Ah'll be waitin' fer a delivery o' new parchment th' next few weeks, so no reports. It's th' king's fault fer bein' stingy.  
makin' leaden bins.

27th moonstone

We've found some cat's eye (th' gem, no' th' delicious treat.)  
Still no ores.

29th moonstone

AWESOME WE STRUCK MICA WOW ISN'T IT AWESOME TO BE A MINER OH WOW.

1st Opal

Just over 900 gallons o' booze in th' stockpiles now. Food stores've never been so good, least as far as ah can remember.  
Still no metals found.

3rd Opal

Only 190 animals left unslaughtered now.

5th Opal

20 gallons o' booze in jus' 4 days! That's 5 gallons ('bout a barrel full) a day!

7th Opal

Added another felsite mug to mah collection. Ah do love t' look at a good mug as ah drink mah booze from th' barrel in th' mornin'.

11th opal

havin' some barrels made out o' lead. It's a good weight liftin' excersise as ye lift th' barrel. Should keep us all healthy.

15th Opal

There's nae more wood!  
Orderin' some cut down so we can make more barrels an' things.  
An' the possessed bloke needs a log.

19th Opal

Shiftin' metal production towards barrels of useless materials.  
Booze is at 900 an' droppin' due to barrel shortage.

20th opal

Aban has finally begun his construction.

21st opal

Booze production is startin' again. Ah still aim fer over 1000 gallons by th' end o' th' year.

25th Opal.

Ast created Nekutninur iteb Migrur.  
A shoe. 16,000 worth of shoe. Ah wish he was a metalcrafter, so's he'd make useful things.

29th Opal

back up to 940 booze, all looks well for th' target.

1st Obsidian

Almost finished, not long to go now.

3rd obsidian

Only another 27 gallons until we reach th' target now.  
Th' fortress is in a better state than it started off, an' that's th' important thing.

5th obsidian

There've bin reports o' monsters again. Undead wolves an' cougars.  
No-one's bin hurt yet, but ah'm ready t' deploy th' troops.

9th obsidian

Today we hit 1000 gallons o' booze. Time fer a party!

13th obsidian

Even our party barely dented th' brewin'. There are more an' more barrels appearin' in th' stockpiles every day. We've got plenty o' meat too, thanks to all them kittens. only 178 miscellaneous animals left now, as opposed to the 280-odd a few months ago.

17th obsidian

Ah, th' taste o' ale from a good lead barrel is fine indeed in th' mornin'.

20th obsidian

Cuttin' more trees down. Th' landscape looks a little barren these days. Ah guess it's our fault fer embarkin' in a dead land.

24th obsidian  
Th' day draws closer, an' ah'll finally be rid o' leadership.  
Looks like we'll 'ave exceeded mah target o' 1000 booze by about 200.

28th obsidian  
Ah've seen a few shiny silver barrels around. Expensive and excessive,  
but ah likes it!

1st Granite 312  
Ah'm finally ready t' hand this place over. There's a lot o' booze, a  
lot o' meat and quite a bit o' miasma from all the, uh, animals.  
Enjoy.

OOC  
CHEEEEEAAAAAAAAA!  
All finished in one big update. The fortress slowed to a 15 fps crawl, even with all my fps saving  
devices.

LE SAV:  
<http://dffd.wimbli.com/file.php?id=1630>

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **November 24, 2009, 04:54:48 pm**

Quote from: Christes on November 24, 2009, 04:21:02 pm  
Yeah really, what happens to Halltraded after the coming update? It's not *that* far off anymore.

I'm still unspoiled about anything concerning the new version, as I've not been reading that part of the site (It is very tempting to press that link, but I am sure I will enjoy the game more if I don't)  
I am thus also not up to date on when it is supposed to be released. How far off is "not that far off?" weeks? months? . I guess we could kind of roleplay a reason to abandon the fortress and start a new one if it is released, I guess people will quickly lose interest in the old version when the new one is out. I could PM everybody on the turn list to see what their opinions are on this: go with the old version, or start a new fortress. What do you think?

Oh, and as you might have guessed, I'm back, I will catch up on reading, and updating the turn order tomorrow.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 24, 2009, 09:50:58 pm**

A couple months. Most of the items on the list are greened out. In any case, I'd recommend sticking with the old version for a while because there will be numerous bugs. Oh yes.  
  
Edit: If there are no objections, I shall upload a map, since Maggarg didn't put one up.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 25, 2009, 12:32:31 am**

And here it is.  
  
<http://mkv25.net/dfma/map-7509-halltraded>  
  
Incidentally, it would be nice if we could all enable POI sharing in our maps. It lets our POI's span multiple years. (for example, I set my original power platform for the years 302-310, so it is marked on all maps between then)

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **November 25, 2009, 02:17:31 am**

Great turn Maggarg, and with no tantrumming at all :P.  
  
I've send Glacies a PM.

Title: **Re: Halltraded succession game**  
Post by: **garfield751** on **November 25, 2009, 02:30:13 am**

is turn 18 open? because if it is then i would like to join.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 25, 2009, 02:34:17 am**

Heh. I didn't look at it that way.  
  
No, it's someone whose actual forum name is (name here)  
  
That having been said, it's quite likely we'll be going through the names fast now.

Title: **Re: Halltraded succession game**  
Post by: **Glacies** on **November 25, 2009, 09:24:32 pm**

Holy crap. I totally forgot about this. I'll get to it soonish.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **November 26, 2009, 12:59:56 am**

Halltraded tends to ellicit such reactions.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **November 26, 2009, 04:46:16 pm**

Quote from: Christes on November 26, 2009, 12:59:56 am  
Halltraded tends to ellicit such reactions.



Generally followed by something like "Holy carp! This place is an Armok-forsaken, unmitigated disaster of biblical proportions!"

Title: **Re: Halltraded succession game**

Post by: **Bralbaard** on **December 02, 2009, 01:53:33 pm**

I hope he survived the initial shock. No news in a week time.

Have you started yet, Glacies?

Title: **Re: Halltraded succession game**

Post by: **Maggarg - Eater of chicke** on **December 03, 2009, 08:36:55 am**

Quote from: Keldor on November 26, 2009, 04:46:16 pm

Quote from: Christes on November 26, 2009, 12:59:56 am

Halltraded tends to ellicit such reactions.

Generally followed by something like "Holy carp! This place is an Armok-forsaken, unmitigated disaster of biblical proportions!"

This time there is at least booze, and no-one is berserk.

Title: **Re: Halltraded succession game**

Post by: **Glacies** on **December 03, 2009, 10:24:26 pm**

This weekend. Armok help me.

Title: **Re: Halltraded succession game**

Post by: **Christes** on **December 04, 2009, 12:58:36 am**

Oh ho ho

Armok has been here plenty already. Oh yes.

Title: **Re: Halltraded succession game**

Post by: **Christes** on **December 08, 2009, 01:30:55 am**

I do believe that the weekend has come and gone. How's it going?

Not that I'm in a hurry or anything, mind you.

Title: **Re: Halltraded succession game**

Post by: **Bralbaard** on **December 08, 2009, 02:17:55 am**

Quote from: Glacies on December 03, 2009, 10:24:26 pm

This weekend. Armok help me.

Yes, I fear Armok has not been very helpfull.

Do you think you'll have time to update in the near future, Glacies?

Title: **Re: Halltraded succession game**

Post by: **Glacies** on **December 09, 2009, 12:39:29 pm**

1st of granite

This morning I awoke to the smell of dog-shit and the writhing, crowded feeling of claustrophobia clawing at me from all sides. I crawled out of my modest chamber and blearily made my way out to the river to continue the fishing, when I ran into none other than Maggarg.

“Glacies,” He said “I have a task to give you.”

“What is this task?”

“It is time for me to retire fortress leadership. I pass this mantle to you, because you represent an interesting side of the fortress. The peasantry. The crafters feel that the nobles and stoneworkers have directed things too long. There is discontent in the fortress.”

“I see.”

I sat there, stunned and confused. Two dogs came up to me, begged for fish scraps. An idea began to form in my head. I carefully put my fishing pole down and considered my situation. The food and booze flowed freely, the dam was fine where it sat. Things seemed quite adequate. In fact, perhaps I could...

“Glacies!”

I startled. Already, I was being complained at. I turned and saw the wrestler, Sarvesh. He looked at me expectantly.

“I can’t find my pet toad! Glacies, do something!”

“I don’t know where your toad is, either. Go find it. I have more important things to do!”

Sarvesh hustled off in a huff, and I made my rounds. I had to push through a gaggle of donkeys blocking the stairwell, and made my way through the fortress and out the other side. I observed the trade road. Some time ago, a monster of some kind had come through, knocking over the statues that lined the road. A project for the fortress, at least for a while.

Title: **Re: Halltraded succession game**

Post by: **Bralbaard** on **December 09, 2009, 03:00:54 pm**

By Armok, I hope you find his pet.

I vaguely remember being nearly spammed to death by messages about that issue, way back on my turn.

Title: **Re: Halltraded succession game**

Post by: **Christes** on **December 09, 2009, 09:00:58 pm**

I gave up on fixing the statues during my turn.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **December 15, 2009, 12:59:19 pm**

Anything of interest?

Title: **Re: Halltraded succession game**  
Post by: **Glacies** on **December 16, 2009, 02:20:18 am**

Agonizingly slow framerate. Very busy doing churchy things and christmas stuff. I'll be working on it next Wednesday...crap, that's today. Okay. I'll be working on it in roughly 12-16 hours from this post. Kay?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **December 16, 2009, 02:24:44 am**

We've waited longer.

Just keep us posted, I guess.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **December 18, 2009, 01:39:56 am**

Indeed, it doesn't matter if turns take longer, as long as there are regular updates. This fortress has a history of long turns.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **December 25, 2009, 03:07:43 am**

It's been a month since the start of your turn Glacies, do you think you could pick up the pace a bit with more regular updates? (after christmas ofcourse, I guess you must be busy now with the churchy and christmas stuff you mentioned earlier). Anyhow it would be nice if we could avoid breaking the record for longest turn in Halltraded :).

Edit, 27th of december: I've send Glacies a PM.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **December 30, 2009, 02:26:38 am**

Should we be thinking of moving on? Barbarossa signed up exactly a year ago today :D

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **December 30, 2009, 11:54:16 am**

Murphy's law of Succession Games: When your turn shows up in a year, you'll be far too busy to claim it.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **December 30, 2009, 01:05:39 pm**

I agree, we should move on, we haven't heard from glacies for two weeks, and there has been very little in game progress since the start of his turn.

I'm sad to see that Barbarossa can't play, that means we have to move on to the next in line, "name here". He has not been active on the forums since early october, but I will send him a PM. the next in line, Solarn, was last active two weeks ago, we'll see what happens.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **December 30, 2009, 02:38:40 pm**

I doubt I'll have time when my next turn rolls around.

Actually, by then, the new version of DF will likely be out.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 01, 2010, 03:15:48 pm**

Hi.

I need to install DF again on my new machine, then I'll get started.

EDIT: it runs fine a- BY ARMOK. WHAT IS WITH THE FLOODED SECTION?

note to self: read diaries of previous overseers.

Title: **Re: Halltraded succession game**  
Post by: **CobaltKobold** on **January 01, 2010, 03:42:28 pm**

Quote from: (name here) on January 01, 2010, 03:15:48 pm

EDIT: it runs fine a- BY ARMOK. WHAT IS WITH THE FLOODED SECTION?

note to self: read diaries of previous overseers.

Ladies and gentlemen...HALLTRADED!

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **January 01, 2010, 03:53:42 pm**

I am overjoyed! There's only few more people on the waiting line aaaand there's progress with the play!

I'm so optimistic, I think I will have my turn not later than at 2011 ;D

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 01, 2010, 05:35:10 pm**

Question: if a pressure plate set to trigger on 0/7 water is connected to a door, the door will remain open until the plate is submerged, right?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 01, 2010, 05:42:16 pm**

Quote from: (name here) on January 01, 2010, 03:15:48 pm

Hi.  
  
I need to install DF again on my new machine, then I'll get started.  
  
EDIT: it runs fine a- BY ARMOK. WHAT IS WITH THE FLOODED SECTION?  
  
note to self: read diaries of previous overseers.

Yeah, there's a lot to say about that flood.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 02, 2010, 11:40:13 am**

I've only gotten a third of the way into granite to date. I saw two breaches, one of which is easily fixed, the other of which will be a problem.  
  
It'll require deconstructing three waterwheels and a piece of floor, then constructing a long channel, but it shall be done.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 02, 2010, 12:10:08 pm**

Two breaches? There's the breach under the water wheel - where's the other? And I'm curious how you would fix it short of damming the whole river.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 02, 2010, 12:29:24 pm**

1st granite, year of Armok 312  
I have been called to be the new leader of this fort after the water catastrophe and the lack of progress of our leadership in resolving it. Such a problem in a fortress is unholy and unclean in the eyes of Armok. It must be purged with magma. My first orders were for the digging to commence. The most obvious leak shall easily be fixed, and then pumping can begin.  
I have also decided to arm the 15-member civilian squad that had been organized with spears in the event that they are called up.

3rd granite  
I notice that many dwarfs are idle. Sloth cannot be tolerated. We will assemble a massive stock of stone blocks for use when needed, and build many doors to prevent a repeat of the previous water disaster.

9th granite  
Obtaining my personal armor has proven incredibly time-consuming. I have been forced to delay training until the armorer can make some quality iron gear.  
Elves have arrived.

10th granite  
While reading the diary of the overseer who was in charge of the fort while the flooding occurred, I have located a second breach. It will be far more difficult to repair, but it shall be done. Armok wills it!

14th granite  
Goblin heretics have come! They shall be dealt with by our champions, but work on the magma pump arrays will be slowed.

15th granite  
My deployment of the military is hampered by not knowing where the doors are. Curses!

20th granite  
The goblins took one look at our magma pump array and decided to go elsewhere.

21st granite  
I neglected to account for the linkages connecting the waterwheels together. Most of them just exploded when one of the wheels was removed. This will take a while to fix. Fortunately, the remaining wheels will suffice to power the magma pumps, since nearly half the power consumption was waste heat from the transfer mechanisms. All shall proceed according to schedule.

12th slate  
A few minor accidents occurred during digging, costing us a miner, a child, and a knocked-out mason. Neither shall inhibit the will of Armok

~~~~~

Oh, the other breach does not head into the fortress itself. I'm still sealing it, because I've already set up the system to do so. I think it may be the original flooding breach.

As for plugging the hole, the plan is to surround the point directly above the breach with walls and pump magma to there. I've already set up the walls. Unless water flows diagonally downwards, the magma pumping is the only component that will prove a problem

EDIT: sealing the first breach did not go entirely to plan. Will need more pumps next time, or alternately metal ones.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 02, 2010, 01:25:03 pm**

Ah, that's probably the best way. But, yeah, we don't have the resources to pump magma reliably. Note that the original dam had no pumps involved

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **January 03, 2010, 02:28:32 pm**

The level of the top of the magma pipe should be high enough that you can just build a canal of sorts for the magma without the need for any pumps. Don't flood the Duchess Consort's tomb, now, or she'll throw a tantrum! She was already upset enough that her garden got flooded!

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 03, 2010, 05:11:28 pm**



Good idea - just make sure to position the canal under the output of the water tower so it can be used as an off switch again.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 03, 2010, 09:11:48 pm**

Huh, didn't notice that. But I've decided to go with a modified version of the original plan. The others just involve too much cutting through the fortress itself.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 03, 2010, 09:53:24 pm**

22nd slate

Migrants! They shall form the royal guard, to protect our Armok-appointed nobles and provide trainers for the fortress guard.

1st felsite

With the arrival of the new month, the sealing of the first breach is ready. I’m ordering all dwarves inside. Armok does not require additional blood sacrifices.

2nd felsite

Apparently I need a full row of wooden pumps for safety reasons. Once this batch stops smoking, we’ll make some new ones.

7th felsite

It has been brought to my attention that I was misjudging the difficulty of the second sealing. A simple canal should suffice, but I am using a pump to start the transfer of the magma from the obsidian maker to shorten the path travelled and avoid cutting through the fortress.

26th felsite

Work is proceeding slowly, but the mechanics are nearly done preparing the screw pump and the canal is over the river and being turned southward. Maggarag, one of the heathens who ruled this place before armok selected me, is standing on the screw pump for some reason beyond my understanding.

2nd hematite

Apparently he is stuck. I’ve sent a dwarf to let him out. Even though he may be a heathen, miners of such skill are hard to come by.

5th hematite

Armok calls me to take up the pick and build a farm room with the miners

10th hematite

The human caravan has come. Armok willing, this will go better than the caravan in the year of the flood. I’m sealing internal doors just in case.

~~~~~

I'm going to provide an engineer's guild report with a video rundown on the plan as soon as it is ready. Then I'll wait a day for comments.

FPS is 37-45. mmmm, 2.6 ghz quadcore and 4 GB of RAM

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 03, 2010, 11:13:05 pm**

Well, in regards to DF:

The quadcore, it does nothing! Buuuuuut ... let's not start a multi-threading shitstorm here.

I'm still curious about that second breach. I made the one under the waterwheels, but where is this second one?

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **January 04, 2010, 12:26:42 am**

Quote from: (name here) on January 03, 2010, 09:53:24 pm

Armok does not require additional blood sacrifices.

Blasphemy!

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 04, 2010, 05:11:42 am**

Quote from: Christes on January 03, 2010, 11:13:05 pm

Well, in regards to DF:

The quadcore, it does nothing! Buuuuuut ... let's not start a multi-threading shitstorm here.

I'm still curious about that second breach. I made the one under the waterwheels, but where is this second one?

I'm pretty sure it is getting an otherwise unused core, though.

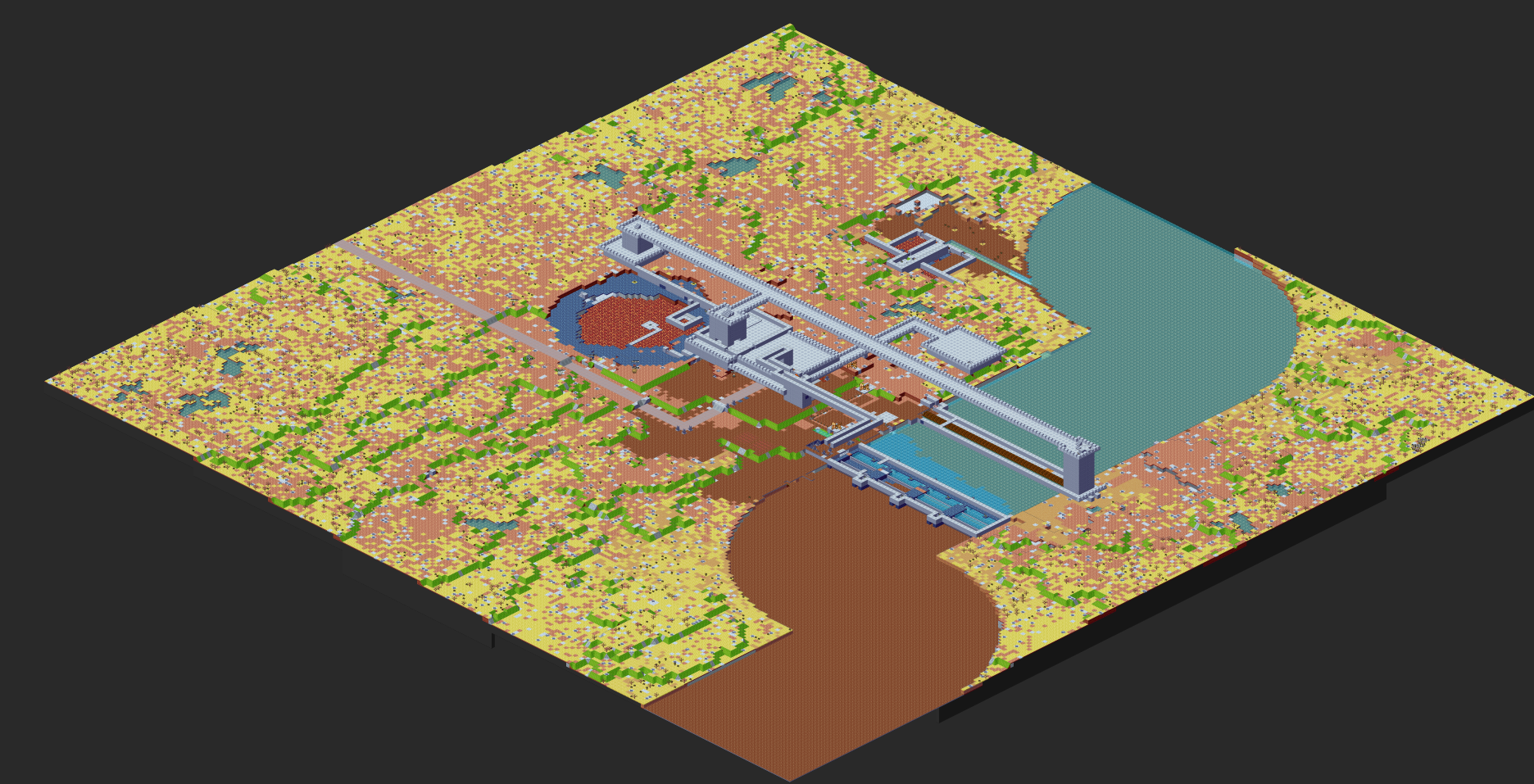
I think the second breach was the original bunker breach.

(http://img6.imageshack.us/i/bunkerbreach.png/)

Dunno if that helps. Like I said, it doesn't go all the way in, but I'm still sealing it out of pure stubbornness.

Title: **Re: Halltraded succession game**  
Post by: **Japa** on **January 04, 2010, 05:56:07 am**

Spoiler: [warning, large image](#) (click to show/hide)



that is all.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 04, 2010, 06:06:11 am**

That works now? Cool.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 04, 2010, 06:46:40 am**

11th hemantite

The others struggle with corners, and through armok’s grace I shall aid them. The corner piece is to be built before one of the adjacent pieces.

14th hemantite

Goblins have come once more. They may not be so easily frightened this time.

19th hemanite

One of the leaders of the two champion squads somehow wound up swimming into the bunker. Unless he turns around at once, he’ll likely drown. However, nothing can be done to change that without flooding even the food stockpiles.  
(second entry)  
That was shorter than expected. Only seven champions still live.

9th malachite  
It seems the surveyors were slightly off in the positioning of the canal. A minor issue, but it will add a cornerpeice.

9th galena

The system is finally complete.

Engineers Guild report on the hole sealing system

The hole into the old bunker daunted previous overseers, but the prophet has shown us the way. Magma will be pumped from the obsidian farm down a long channel to the breach, where it is expected to solidify. The pump will then be deactivated, and removal of the water can commence. This stage may need to be left to a future overseer, but construction of the pump system can begin even before the sealing commences.

The access hole has been sealed, and all is prepared. We await only a sign to begin.  
~~~~~

Movie showing off the system: <http://mkv25.net/dfma/movie-1900-holesealingoverveiw>

Also in the movie is the other sealing mechanism area. I'm working on getting that one set back up.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 04, 2010, 10:26:37 am**

That's what I thought.

The second breach area is designed to bring water to the water tower. See, when Keldor built the dam, it blocked the intake of the pump tower so he rerouted it. I highly recommend that you keep it open :P

The first flood was caused by someone leaving the ancient irrigation system open to the river.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **January 04, 2010, 11:34:53 am**

Yes, the water plumbing system of this fortress is dangerously complicated. It is interesting to see that the magma plumbing system is slowly going the same direction :P.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 04, 2010, 04:18:46 pm**

Apparently one pump can move magma really, really fast down a straight channel. It's done already.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 09, 2010, 12:45:29 pm**

Progress?

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 11, 2010, 07:53:34 pm**

I'd been doing other things, then got in a situation bad enough to actually need a revert.

Also, you lied to me.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 11, 2010, 10:08:05 pm**

No need to revert. Disasters make this fun. What happened, and how did I lie?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **January 12, 2010, 01:48:09 am**

Agreed, I guess it's to late, but we try to avoid savescumming, we've been down to a few survivors a couple of times before, and those are the things that make Halltraded's story interesting.

About the other comment, did the plumbing system work differently from how we expected it too work?

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 12, 2010, 02:46:48 pm**

Quote from: Christes on January 11, 2010, 10:08:05 pm  
No need to revert. Disasters make this fun. What happened, and how did I lie?

It, um, seems that if you pressurize the river water, it will go through the pump intake and flood the forges. This is an especially bad problem in the middle of a goblin siege, especially if efforts to resolve the problem require going out and partially dismantling the top part of the dam, and this distracts you from the large melee squad coming down the stairs you forgot existed.

Oh, and the water will reach the forges via the main staircase, so all the dwarfs on the forge level were stuck

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 12, 2010, 03:58:36 pm**

Halltraded has 3 sets of forges and many pump intakes - I'm not sure which you are referring to :-\

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **January 16, 2010, 12:08:22 pm**

So what's been happening?

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 18, 2010, 04:26:34 pm**

Team fortress 2, mostly.

I'll finish up today.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 21, 2010, 02:39:23 pm**

Finally got around to uploading. Not much happened, just draining parts of the fort.

SAVE: <http://dffd.wimbli.com/file.php?id=1796>

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **January 21, 2010, 04:17:54 pm**

Thanks :)

I've send Solarn a PM,

Also I've uploaded the map to DFMA, and am currently exploring it, one thing that I noticed so far is that half the waterwheels are gone, some were obviously in the way of the lava when sealing the leak, what happened to the others?  
Edit : never mind, apparently they exploded, and you did mention it in your posts.

Map can be found at :  
<http://mkv25.net/dfma/map-7840-halltraded>

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **January 21, 2010, 05:59:24 pm**

Now someone needs to make it so the pump can actually take water from the river ::)

But weeee lava "aquaducts"



Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **January 21, 2010, 07:22:20 pm**

Grr, the CAPTCHA operates under confusing and nonintuitive rules. Got one up, though.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **January 30, 2010, 02:24:19 am**

No reaction from Solarn.  
I've send Blakekoris a PM.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **January 30, 2010, 06:36:20 pm**

Okay, I've grabbed the save, but I won't be able to start until either late-Sunday or Monday night.

Plus, I need to read the backlogs. I've been gone far too long.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 05, 2010, 02:28:04 pm**

any news ?

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 06, 2010, 06:14:37 pm**

Playing right now, had to start later than I thought due to catching a bad case of the flu.

Expect a Spring dump before Tuesday.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 06, 2010, 08:01:55 pm**

Actually, strike that. I've got a decent amount now, and it looks like 313 won't be a good year for Halltraded.

***[Journal of Aria Flukecrafted, 1st Granite, 313]***

Well, looks like it's my turn to rule again. My greatest creation flooded, my tomb blocked for the moment, I'm starting to get annoyed by Halltraded. I suppose this is life..

It appears that we've got a good supply of food and drink, so I'm not going to order anything new made yet. Tha said, this fortress is too mis-shaped. Years of building, breaking, and rebuilding has made this place nigh un-navigable. I wonder if we can fix that...?

Huh. Urvad the Mechanic drowned in the middle of the river earlier. I can only wonder how he ended up that far out...

**-5th Granite-**

Hmm...I think I've found a good spot. Not too far away from the fort proper, shouldn't take more than a few months to prepare... I'll have to ask the miners about it, see what they think..

**-8th Granite-**

Alright, the miners like it, so I suppose I can now explain this.

I'm going to make a new fortress. A "New Halltraded", if you will. The current fortress is too nonsensical, too inefficient. So I drew up a new design, one that's more modular, more efficient. It won't be too far from the old fort, so we can take a bit to load up the new one, and phase out use of older workshops. Heck, we'll likely just have pathways to the older areas we need, just due to ease.

Regardless, the plans are still being drawn up, so we'll see how things go.

**-9th Granite-**

Dumat the Clothier drowned in the river today, not too far from Urvad. How are they getting down there?

**-10th Granite-**

Oh you have to be kidding me- We're under attack! 5 squads of goblins. Everyone inside!

I've put the military on duty, and activated the squad of trainee Spearmen we had in reserve. No we just have to hope for the best.

**-14th Granite-**

As expected, the Spear-Trainees only slowed down the goblins. Only four are left at the moment, the other four and a baby were killed. Hmm?

Nevermind, five and a baby.

**-15th Granite-**

Oh no.... A squad of goblins got in through the pipeline... The guards are moving in, but I fear for us...

Oh crap, they're right here now! Damnit, I gotta run!

**-16th Granite-**

Whew...I got away, and this seige is over..

Not to say this went very well. Six days ago, our population was 100. It's now 83, and that could decrease in the next few hours. Twenty deaths in six days. My current reign isn't getting off to a good start...

I need to get New Halltraded built, soon. It's not going to be safe here much longer. Construction starts as soon as the miners can begin..

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 06, 2010, 09:17:09 pm**

Heh, *another* new Halltraded. Good luck not catching on fire/flooding!

Title: **Re: Halltraded succession game**  
Post by: **CobaltKobold** on **February 06, 2010, 09:18:15 pm**

New New Halltraded

aargh-cursed ninja spawn. \*shakes [WEAPON] at Christes\*

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 07, 2010, 02:12:19 pm**

hahaha. Great minds think alike? ::)

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 14, 2010, 03:03:32 am**

How's it coming?

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 15, 2010, 02:28:02 pm**

Not much is happening, and construction is going slowly.

**-14th Slate-**

Oh, happy day! Construction is going well, and we have new immigrants, one of which is a Philosipher!

The new blood includes:

- 1 engineer
- 2 peasants
- 1 potash maker
- 1 fish cleaner
- 4 animals
- 1 pump operator
- 1 thresher
- 1 furnace operator

Oh yes, the Elves arrived not too long ago as well. I took anything of value from them, no charge to us.

**-28th Slate-**

Today brought something good, and something bad. We struck Native Gold, but Zas has killed one of his fellow miners. He's been sentenced to 50 hammer strikes. May Armok have mercy upon his pitiful soul.

**-1st Felsite-**

Huh, I suppose that explains it. Zas's wife and child were killed in the last Goblin raid, and the child's body decayed a bit. He threw a tantrum, it seems. In light of this, I retract pitiful from my last statement.

**-6th Felsite-**

And now a planter is throwing a tantrum. I suppose unhappiness is abound right now. Construction continues.

**-10th Felsite-**

Now is probably a good time to explain New Halltraded's design, for the sake of any new Overseers who want to expand. It's quite simple, actually.

Each floor consists of a + shaped main hallway, with a "module" in each of the four sections. The main floor is different, in the sense that it is designed to channel most traffic through the barracks, located by the entrance. The lower floors contain bedrooms and dining rooms, and other such living spaces. There is a small shopping district on the first floor. Farms, food storage, and food preparation are on the top floor. The second and third floors have modules dedicated to Forges and Magma channels to said forges. It should be noted however, that I am likely to leave that area for an Overseer more comfortable with magma to finish.

**-13th Felsite-**

And still the nobles make neverending mandates. I'm seriously considering killing them off again. Only problem is that I don't want to have to adopt five more children. Kumil is enough of a handful, cute as she is.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 16, 2010, 01:01:03 am**

Just kill the children? I mean if you're committing murder *anyway*? ::)

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **February 19, 2010, 08:31:56 am**

Anything happening? I want more halltraded madness.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **February 24, 2010, 11:15:42 am**

Indeed, any news?

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **February 24, 2010, 06:25:12 pm**

I'm still working at it, it's summer now. Life has been limiting, sadly.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **February 25, 2010, 03:19:56 am**

Rifafa sat near one end of a great table grown from living wood. Around her sat the heads of the United Nations of Elves. They had been summoned together in an emergency meeting to address the sudden disappearance of the Tranquil Creek, a major river through the elven homelands, some years ago, having only recently found a time which was suitable for all members in attendance to attend.

"It is clear that this was caused by a global problem," stated one elf, who was dressed in regal red robes, "For what other force could cause such a river to simply disappear?"

"Indeed it would appear likely," agreed an elf in purple, "It seems to me that a such an event could only be caused by climate change. Could perchance a heat spell cause the river to dry up?"

"Just last year the daffodils came up a day earlier than expected," the red-robed elf concurred, "Surely that alone is indication of rising temperatures?"

"But what about last winter's heavy snows?" an elf in blue objected, "Why would this global warming cause that?"

"Simple," the elf in purple explained, "The great heat has dried up rivers and even lowered the sea level. This water all has to go somewhere, thus when the weather gets cold enough it finally condenses and freezes into snow."

"I think I understand," say the elf in blue, "But what could have caused such a thing?"

"The one thing constant through all this warming is the fact that dwarves and humans have been cutting down entire groves of trees," an elf in yellow said thoughtfully, "And we all know that the lack of trees is what causes deserts to be hot and dry."

"So if let unchecked these dwarves and humans will turn the entire world into a great desert! They must be stopped!" the elf in blue shouted, "I propose that we lay sanctions!"

The entire room gasped. Nervous whisperings spread throughout the elves until the elf at the head of the table, who wore a green bikini, raised his hand and spoke, "While we have agreed that global warming caused by the dwarves and humans dried up the river, surely there is a solution that doesn't rely on such drastic measures? Rifafa," Rifafa straightened up as the Archdruid pointed his hand toward her, "You live in a refuge near to the Tranquil Creek, as well as a near to a settlement of dwarves. What do you propose we do?"

"If I may object to the notion that global warming caused this disaster," Rifafa argued, "But the dwarves of that settlement have worked to build a great wall across the river! It is that wall that has completely blocked the river, and which has rendered the portion downstream of there dry!"

The room erupted with shocked gasps and jeers.

"How can you say such a thing?"

"Would you so easily discard the incontrovertible proof of global warming we have just laid out?!"

"The humans must have paid her to blame the dwarves so that we may turn a blind eye to their deforestation!"

"Enough!" The elf in the green bikini raised his hand for silence again, "We shall send envoys to the humans and to the dwarves, asking that they limit their wood cutting to 100 trees per settlement. If they do not comply, then we shall be forced to consider sanctions. We must save the world from this threat of imminent desertification."

And so it was decreed among the elves to endeavor to limit the wood cutting of their neighbors, including the stout dwarves of Halltraded...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **February 25, 2010, 03:42:19 am**

So *that's* why the elves mandate such things. It all makes sense now.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **March 02, 2010, 03:52:48 pm**

Ah, it all makes sense now :-)

Also :  
It's been two weeks since the last update, could you try and post something soon, blakekoris? Turns for this succession game are usually slow, but it's good to at least have a steady pace of updates, I enjoyed reading your last updates.

In other news: I'll be moving this month, this means that I'll likely have no internet access for a couple of weeks, and will be to busy to do DF related stuff for the rest of the month, I hope to be back soon.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 02, 2010, 04:12:58 pm**

Empires rise and fall. Glaciers expand and recede. All the while, Halltraded keeps moving.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 03, 2010, 04:50:05 pm**

Time passes, and my workload only gets bigger...Yeesh.

**-20th Felsite-**

More Tantrums, though they aren't as bad as Zas' yet.

I can only hope I can avoid a tantrum spiral...

**-1st Hematite-**

Oddom is tantruming still. He broke a door, and justice decrees that he is beaten and given 76 days in prison. Oh well, we have more planters, I suppose.

**-9th Hematite-**

Construction continues, as do the minor tantrums.

**-12th Hematite-**



Oh, neat! Human traders have arrived! I'll have the others move out some goods.

...Hmm? Oh, darnit. Looks like it's just a diplomat.

-13th Hematite-

Oh dammit! An ambush!

A puppy has died, and Oddom is tantruming again. He broke a table this time. The military is on the way.

Oh no, they got one our weavers as well...

-14th Hematite-

Those bastards.... Sarvesh, one of our champions, went out there to fight off the goblins. He was overwhelmed after a zombie attacked him. Parts of his body are strewn everywhere...

-15th Hematite-

Momuz and Lokum have avenged Sarvesh, wiping out the goblin bastards.

-16th Hematite-

Oh, NOW the Human traders are here. I'll send some goods to the depot.

Oh hey, it looks like Maggarg has withdrawn from society. I wonder how this will end...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 03, 2010, 09:34:46 pm**

Because Maggarg totally needs more skills at this point ::)

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **March 04, 2010, 08:41:01 am**

Wait, so Maggarg got overpowered WITHOUT strange mood? Wow.

Also, I'm of the waiting list. Torasalath was smaller and my PC had more than problems with FPS :P

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 04, 2010, 08:59:31 pm**

It's not hard really. A strange mood doesn't boost you *that* far. Sure it gives you legendary skills, but not multi-legendary.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **March 04, 2010, 09:23:50 pm**

Yeah, but having a starting point makes the rest easier.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 05, 2010, 12:13:10 am**

I just noticed that imageshack removed one of Bralbaard's original pics for terms of use violation. :o

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **March 05, 2010, 02:23:23 am**

Interesting. That was the picture showing the horrible, horrible layout of the early fortress (a number of cramped rooms, filled with random stockpiles, blood, animals and hospital beds). Certainly a pain to the eyes, and the easily offended would certainly cringe when taking one look at the insult at dwarven engineering that was early Halltraded.

Halltraded: The ascii pictures of this place are so horrible, they need to be censored... :P

I will boot up my old machine later to try and find the original, but I fear it will be lost forever, unless I can get imageshack to retrieve it, will try that later as well.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 05, 2010, 07:23:50 pm**

And ask why it was removed too :-\

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 05, 2010, 08:56:30 pm**

-17th Hematite-

Maggarg has claimed a Mason's shop, and a Snatcher has been scared away.

-18th Hematite-

ANOTHER AMBUSH!? WHAT THE \*\*\*\*ING HELL?

TROOPS, MOVE OUT!

Also of note, Maggarg has began his work. I wonder what it will be?

-20th Hematite-

I love Lokum so very, very much. He not only defeated the ambush single-handedly, he also went on to kill a group of zombie deer that were getting a bit too close for comfort.

New Halltraded is still being built, and Maggarg still works.

-21st Hematite-

We finished trading with the Humans. Mostly food, but more than enough to keep the fortress going for the next year.

Hmm? Oh my. It seems Maggarg has finished his work. He calls it Vakistud, "The Lacy Will" in the Human tounge. It is a Schist Cabinet, studded with Iron, decorated with sturgeon leather and turtle shell, encircled with bands of Zinc. Adorned with Schist rings and menacing with Spikes of not only Native Gold, but Cave Spider Silk, Giant Spider Silk, and Dog leather.

The appraiser lists it's value at 85200\$. It's...beautiful.

-25th Hematite-

After the 2nd Snatcher to get in through the pipeline, I've decided to seal off the entrance. I don't know why I didn't do so before.

Construction continues.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 05, 2010, 09:23:12 pm**

Quote from: BlakeKoris on March 05, 2010, 08:56:30 pm

Also of note, Maggarg has began *her* work. I wonder what it will be?

Fixed for ya ;)

She was Christes's lover as well.

You use the term construction. Is the new Halltraded above ground?

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 07, 2010, 07:48:41 pm**

Some parts will be above ground, but I use construction as a catch-all term for "I'm still making this thing."

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 07, 2010, 09:28:17 pm**

**-27th Hematite-**

I've finsished the design of the 1st Residential Floor. The miners will start on it once they're done with the dining room.

**-6th Malachite-**

Tetrahedrite and Aluminium in the Residential Level! The forgers will be pleased.

**-15th Malachite-**

Dining Room is done being dug out, Residential Floor 1 is going pretty well. I do fear that I won't be able to get everything done, however...

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **March 13, 2010, 10:44:15 am**

Update?

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **March 13, 2010, 04:49:21 pm**

Nothing of interest has happened lately, which is why I've not posted much. Just boring stone clearing. Things would probably be more interesting if I bumped Dwarves up to SPEED:2, but that's cheating, and I have no way to justify it in-story.

**-17th Malachite-**

I love the humans so much. We just finished trading, and oh my lord you wouldn't believe how much booze we bought. Yaaaaaaay~

**-25th Galena-**

I had a conference with the Human Liason today. I ordered more booze.

The Residential level can now house the entire fortress population, but it's not yet furnished. Not much has happened lately, it's been peaceful. Work is plentiful, as we're clearing the stone out of New Halltraded. The Engravers will have their work soon.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 28, 2010, 07:38:14 pm**

With the next release imminent, can we at least get this year finished?

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **March 29, 2010, 12:21:27 pm**

Will we be bringing Halltraded (or at least, the Halltraded of 0.28.181.40d) to an end after this turn?

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **March 29, 2010, 01:10:08 pm**

Dropping such great dwarven fortress because of some new version incoming?

'Tis undwarfy.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 29, 2010, 06:24:57 pm**

Well a lot of people will drop off of the list. Maybe that's a good thing, though.

Title: **Re: Halltraded succession game**  
Post by: **gamegreen33** on **March 29, 2010, 06:39:12 pm**

Can I take the next available turn? Assuming the fort isn't going to end when the new version comes out. I've never done a succession fort before, so beware. This will be fun.

Edit: I just realized I posted the 999th reply to this thread, 1000th post total.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 29, 2010, 08:16:01 pm**

And I have the 1000th reply! :D

Anyway, succession newbies are always welcome here. It makes the game fun.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **March 30, 2010, 03:35:09 am**

Quote from: Christes on March 29, 2010, 08:16:01 pm

...fun...

Masochists!

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **March 30, 2010, 11:31:00 am**

The same could be said for all of DF.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **April 04, 2010, 07:32:54 pm**

Almost done, a few (unfortunate) crashes and finals coming up have limited my playing. I'll post all of winter when I'm done. (Fuck, gotta finish this and get to the new version...)

**-12th Limestone-**

Oh look, our traders are back! We'll have to make sure they get a generous offering.

**-19th Limestone-**

Not much has happened. We finished trading, and we're still clearing out New Halltraded. Now if only we could do it faster... Maybe the library has a book about something that could help that....?

**-21st Limestone-**

Checked the Library. Not a thing about speeding us all up. God, this is taking forever...

**-25th Limestone-**

Well, I've made sure to place notes for future overseers so that they know what goes where in the New Fort.

Also, the Baroness had another kid.

**-7th Sandstone-**

A Trader has taken a fey mood. I wonder how this will end...

**-10th Sandstone-**

The Trader has begun building.

**-12th Sandstone-**

And Cerol has finished. She has created the artifact bed named "Playhandle". It's amazing.

**-20th Sandstone-**

The polls are in, people. Migrants are refusing to travel here now. Joy.

**-2nd Timber-**

Nothing interesting. Stone moving in the new fort. Very slowly.

**-3rd Timber-**

A carpenter gave birth to a baby girl today.

**-12th Timber-**

And now a mechanic has given birth to a baby girl. How nice.

Title: **Re: Halltraded succession game**  
Post by: **BlakeKoris** on **April 05, 2010, 10:35:19 am**

And that's it. Sorry it took so long.

**12th Obsidian-**

As expected, New Halltraded will not be completed under my rule.

That said, I have created notes for any new overseers that wish to build within the (neatly-organized) fort. Look around inside, and you can find them.



**-22nd Obsidian-**

As I prepare to leave Halltraded in someone else's hands, I have these things to say.

- First off, our stocks are good, but we are running a bit low on booze.
- Next, be sure to mine in New Halltraded. We've found both Aluminium as well as gold down there.
- Finally, looks at the notes before continuing to build. I've got just about everything laid out.

**-1st day of Spring, Year 314-**

And with that, I leave this journal to my successor.

End of Year Save (<http://dffd.wimbli.com/file.php?id=1997>)

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Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **April 05, 2010, 01:43:39 pm**

---

I'm back (I did not have an internet connection for several weeks as I was moving to a new house)  
Thanks for the save, I will PM mashirafen.

Also I see the new version of DF has been released (huray, downloading now!), I guess I'll drop a PM to everybody on the list to find out if they're still interested in taking a turn now that the new version is out, that should speed things up a bit, also, I'll add gamegreen to the list.

---

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **April 05, 2010, 02:56:27 pm**

---

Well, I'm certainly hanging around. I've played around with the new version a bit, but I'm not going to start on anything big until all the bugs are sorted.

It's good to see that the old Halltraded is still rolling on, rather than being restarted in the new version.

---

Title: **Re: Halltraded succession game**  
Post by: **Samus1111111** on **April 05, 2010, 05:14:06 pm**

---

don't worry, I'm still ready and willing to take my turn :D  
  
assuming that there is a fortress after DS gets through with it :P

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Title: **Re: Halltraded succession game**  
Post by: **gamegreen33** on **April 05, 2010, 06:05:50 pm**

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Sorry guys, I'm going to have to drop out-I'll be busy all week.

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Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 05, 2010, 07:01:59 pm**

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I doubt it will get to you in a week, mate.  
  
I'm still up for using the old version, but I might not have the time. (My summer break start early-mid June...)

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Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **April 06, 2010, 01:42:05 am**

---

Well I'm still up for my turn. :D

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Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **April 06, 2010, 12:59:15 pm**

---

Thanks for the replies, Haspen and Eviltwin have been dropped from the list, Haspen because his computer won't run a large fortress like this one. I've kept gamegreen on the list for now, as , like christes, I'm not expecting a miracle.

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Title: **Re: Halltraded succession game**  
Post by: **Kazindir** on **April 06, 2010, 08:18:31 pm**

---

I too am still alive and looking forward to my turn ere the wolves get hungry. ;) )

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Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **April 09, 2010, 02:23:07 pm**

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I've uploaded the map of "New New Halltraded" to DFMA:  
  
<http://mkv25.net/dfma/map-8428-halltraded>

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Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **April 10, 2010, 08:30:23 pm**

---

It's kind of a shame that so many people that are on the list tend to never take their turns as it takes so long to get to them (although I'm not going to complain too loudly, as if Mashirafen doesn't show up I get to play a year.) I suppose the new version has helped somewhat, though.

Also, I just noticed that a couple of game years ago, the north wall of the dam was broken down, along with one of the leftmost bridge barriers (kind of makes me glad I built two sets of bridges.) What happened there?

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Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **April 10, 2010, 11:07:38 pm**

---

!!

I must say, I like the trade depot sprinkler system (even if it doesn't work at the moment due to the blocked up reservoir...)!

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 11, 2010, 02:32:07 am**

Yeah, I built that after the fire.

I still don't know why (name here) broke the reservoir. :-\

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **April 14, 2010, 02:19:04 pm**

No reaction from Mashirafen, it's NtheGreats turn now.

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **April 14, 2010, 04:10:49 pm**

I shall get to work on the fort. Hopefully I'll get the first update out in a day or two.

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **April 15, 2010, 06:33:10 pm**

I've got through the first season. Unfortunately I don't have much real-life time as of current, so I'm not going to be able to write much more than a brief overview of what's happening in the fort. On the upside it means I'll probably get through the year quickly, or at least as quickly as the frame rate will allow.

Journal of NTheGreat, 1st Granite.

Well, Halltraded seems to have grown far more complex and dangerous since the last time I was here. The place is still a horrible maze. Half the corridors are full of mud. Every open space is covered with little bits and pieces of stockpiles. I could go on.

It's not all bad news, however. Someone has planned a more organized fortress to the south. The only problem is it's little more than that: a plan. It's full of empty rooms and places designated for mining out, but no actual fort. I suspect that getting this bunch to make it that far was a task an a half, though.

I'll continue working on building the New New Halltraded. Possibly with a few changes, as I feel it could be improved in some areas. I certainly want to get out of the current fort as soon as possible. I get the feeling that the entire place is going to flood or collapse at any minute.

3rd Granite

It's worse than I thought. I've got the miners working, but out of a fortress of over 90 people, there never seems to be more than 5 people idling despite the fact I'm not telling them to do anything. I've no idea what everyone's doing, beyond carting something from A to B. I can't work out where the still is, or are, of if any exist anyway.

But the main issue is the animals. There are so many animals. Nearly 300. I need to start getting rid of everything I can. I've no idea how it got this far out of hand in the first place.

13th Granite

I've noticed that a number of nobles seem to expect people to make stuff, despite the general chaos of the fort. I'll try and get their orders dealt with, as I don't want them to start tantruming or something.

16th Granite

The elven caravan has arrived. I hope I can get rid of some of the rubbish that litters this place.

It's also time to start the slow ball rolling that is moving across to the other base. The records suggest that there are no less than 15 different farm plots scattered around the current fort. We are practically drowning in food, so shutting all of them down shouldn't leave us starving, but should help halt the continual flow of stuff this place produces and clutters up workshops with. More importantly, it will stop the dwarfs needing to run around Old Halltraded so much.

23rd Granite

The elves had nothing useful. No wood, no bins of cloth. Just rubbish weapons, over-sized armor and barrels of rubbish. At least the humans make their stuff out of metal. We can melt metal down. We can't do anything with a wooden puzzle-box.

26th Granite

Discovered a workshop buried in the fort with a nearby stone stockpile that was churning out rock blocks. Things might start running faster now dwarfs don't have to haul rocks to some distant stockpile.

5th Slate

Found some more stone stockpiles. I've no idea how long it's going to be until I find every single nook and cranny that people keep hauling stuff to.

25th Slate

I've suddenly been asked to finalize the trade agreement with the humans. I guess the Human liaison has spent the past three-quarters of a year trying to get a meeting done. If we don't get this place running quicker we're going to end up with a train of liaisons following the important dwarfs around.

1st Felsite

Work will soon begin on moving the food supplies into New New Halltraded. There's over 600 barrels scattered around the fortress, so it's going to be quite a task. Once it's done, however, dwarfs won't have to spend so long running around the place getting food and drink.

3rd Felsite

Immigrants! Mainly peasants and jobs we have no use for. The only one of note was a metalcrafter. They ran into a skeletal deer on route and proceeded to run around in blind panic as the deer sat around and acted docile at them. I had some of the migrants drafted and they wrestled the thing to pieces.

6th Felsite

I've started clearing space on top of New New Halltraded for a proper entrance, as currently there's little more than a hole in the wall. We need a proper structure to mark our fort. Given the rate at which things are getting done around here, however, I doubt I'll be able to make anything spectacular.

7th Felsite

WHY ARE THERE SO MANY ANIMALS?

I've been culling them since the start, but there's still over 250 left. At least I'm getting rid of them faster than they can breed. We certainly won't be running out of food.

On the upside, I've removed another delay. It seems that all the dwarfs were still following the high-traffic rules set down in one of the earlier years. Things should go faster now the dwarfs aren't trying to file along a thin tunnel.

19th Felsite

The magma tunnels for the forges have finally been completed. Whether I'll ever get the time to have the forges and smelters built is another matter.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 15, 2010, 06:56:38 pm**

Ha! That sounds like Halltraded alright.

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **April 17, 2010, 11:06:17 am**

Summer's complete. I would have got this up earlier, but a few things came up.

14th Hemanite

Human traders have shown up. I doubt we'll be trading much, as the fortress is already full of stuff. Besides, by the time we got all the trade goods to the depot, they would probably be long gone. I'll get a couple of things for trading set up though, just in case.

20th Hemanite

I had all the rubbish we had in the depot traded for all the bars the traders had. Not that we'll ever need them, but it's always worth keeping our stocks of various metals up.

I've also stumbled across yet more food stockpiles around Old Halltraded. Will I ever clear everything out of this place?

3rd Malachite

Food hauling is finally coming to an end, although this is mainly due to the fact we've run out of space in the stockpiles. There's so much food. I'm probably not helping the matter, slaughtering animals left, right and center to help clear the corridors. Regardless, work will begin on setting up some bedrooms. I probably won't have the dwarfpower to have them smoothed by the end of my reign, but getting rooms in New New Halltraded is the important thing. The more rooms I have here means the more rooms I can remove from Old Halltraded, and the less time dwarfs spend in that maze the better.

9th Malachite

No migrants. Apparently they were too nervous to make the journey. The place isn't that terrifying anymore, is it? There's only a handful of walking dead around these days, and the deceased outnumber the living by only 2:1. I can't see what they're so worried about.

23rd Malachite

Someone's gone all fey. Given her main skills are trapper/animal caretaker/dissector, I'm not expecting a particularly useful artifact.

The human liaison has also finally got a meeting with our broker. I asked for metal, cloth and leather, not that we need anything at the moment. Currently I would pay traders to take all the rubbish we have lying around, as long as they hauled it to the caravan themselves.

24th Malachite

The fey dwarf has taken a craftdwarf's workshop. Hooray, another little idol or flute! The possibilities are endless! I could leave it to rot in a stockpile, or have it taken by a noble to go with the piles of junk in their rooms!

1st Galena

Work has begun on the new trade depot. The old one has been taken apart (leaving a huge mountain of rubbish. It would take a decade to sort through all the stuff here. I've no idea how much I'm going to get done in a year.) and a new one, made of solid gold blocks, is being assembled in our new entrance area. I just hope we get it finished before the month is up, so the Dwarfen traders aren't left standing around.

6th Galena

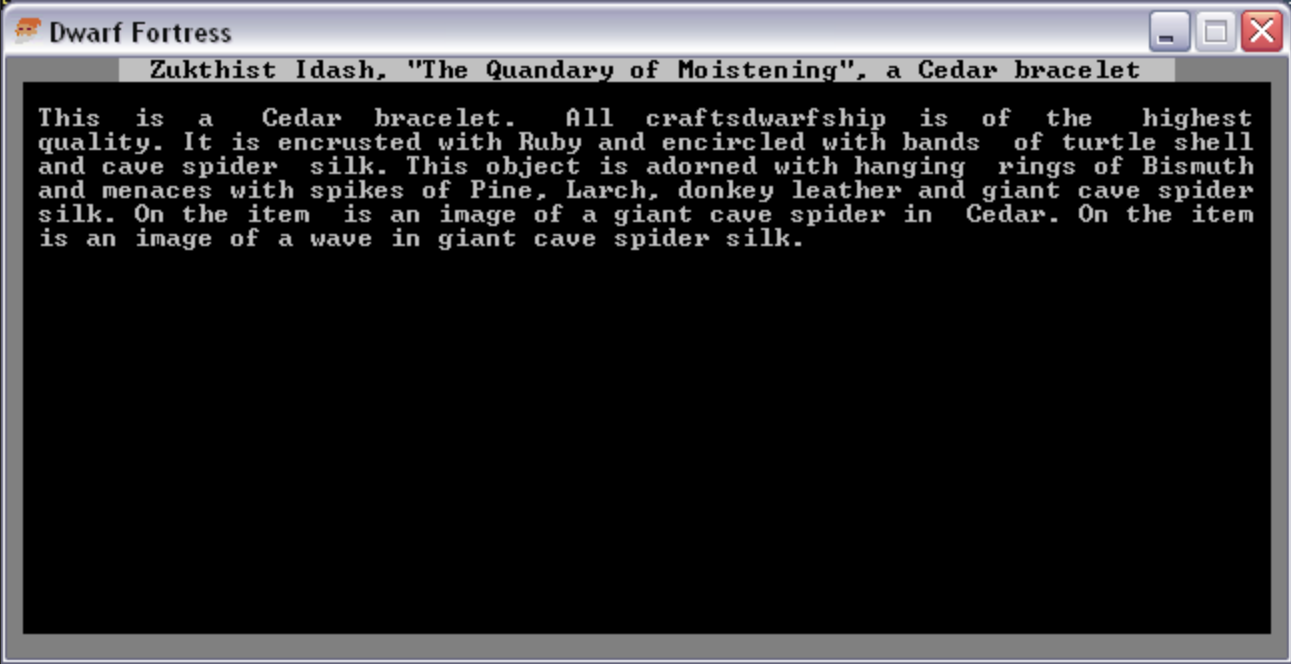
The fey dwarf has finally begun construction. There are a grand total of 10 things going into making this, so it better be impressive, even if it will be useless.

10th Galena

The artifact is finished!



[Spoiler \(click to show/hide\)](#)



I mean really, what? 'The Quandary of Moistening'? It's little more than a mass of spikes! And we've now got a legendary wood crafter, which I'm sure will be useful on this map full of dead forest.

---

#### 18th Galena

Things are progressing well. The first bedrooms are now open in New New Halltraded, and the trade depot is complete. Dwarfs are being sick everywhere less and less. Soon I will be able to move some of the rubbish into New New Halltraded and start turning it into something more useful.

---

#### 26th Galena

The first workshops, some kitchens, are being built in New New Haltraded. These will work on turning the 700 globs of fat we have lying around into tallow for cooking.

---

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 17, 2010, 12:25:16 pm**

Are the dwarves hauling outside, or have you connected the old Halltraded to the new? It might not be a bad idea to have tunnel deep underground linking things up in case of an emergency.

---

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **April 17, 2010, 12:44:11 pm**

Yes, we want to make sure the emergency can spread effectively :P.

---

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **April 18, 2010, 08:49:10 am**

The amount I'm writing seems to be getting shorter and shorter. Probably because less and less is happening, and now everyone's just shifting through the mountains of rubbish in the fort. Or perhaps I'm just getting lazy.

I haven't built a tunnel between the two forts. I've been tempted to build one, but I don't want one fort to end up flooding the other. Making sure there's only one entrance to the fort is also important. One ruler would eventually leave the tunnel and Old Halltraded open, and then we'll end up with a ambush in the heart of the fort.

---

#### 9th Limestone

Work has now commenced on clearing the backlog of raw fish that have been sitting around Old Halltraded for the past 6 months. New New Halltraded is starting to act more like a fortress and less like a moving operation.

---

#### 12th Limestone

Discovered *another* lost farm plot buried deep in Old Halltraded. In similar news, I've set up some plots in New New Halltraded, as we're running low on plants for brewing (well, we're only down to about 600, but better safe than sorry.)

---

#### 14th Limestone

The Dwarven caravan has arrived. I'll try and get plenty of rubbish to the new depot for trading. Not too much, though, as I don't want to end up cluttering this one up as well.

---

#### 28th Limestone

I picked up some metal bars and booze from the caravan in exchange for a few bits of old clothes. I've also had a metal stockpile set up in New New Halltraded. Now I just have to find and remove every metal stockpile in Old Halltraded...

---

#### 1st Sandstone

We are down to 200 animals! Hopefully I'll be able to get rid of every stray animal before spring arrives.

---

#### 12th Sandstone

I've discovered a major issue with moving the metal stockpile. It takes a very, very long time for the dwarfs to haul the bins of bars to the new stockpile. Well, it needs to be done at some point, and this is the fastest and easiest way I can think of doing it.

Work on the new entrance is also nearly complete, with plenty of space for proper defenses.

15th Sandstone

A mechanic has just given birth, putting our population at 100 dwarfs. I do hope some of these children grow up soon. The metal hauling is slowing down everything else, and we need all the able-bodied dwarfs we can get.

27th Sandstone

Almost all of the metal has been hauled into New New Halltraded. The only major thing still left in Old Halltraded is a number of bedrooms, including all the noble rooms. I shall begin work on mining out and smoothing some larger rooms for the fussier dwarfs.

10th Timber

More migrants. A weaponsmith, mason and miner, along with a bunch of other useless dwarfs. Well, the more haulers, the better.

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **April 19, 2010, 02:31:50 pm**

6th Moonstone

Craft workshops and metalworking workshops have now been built in New New Halltraded. While expanding what can be done in the fortress is good, it has resulted in hauling taking longer. With more of the dwarfs absorbed in working metal or bones, less are available to move stuff around. A sudden spike in newborn animals is also stalling my culling efforts.

9th Moonstone

Another fey mood! It's a potash maker claiming a craftdwarf's workshop, though, so it's not going to be spectacular.

16th Moonstone

A siege! And the year had been so quite up to now...

Hopefully the military assembled by my predecessors will suffice, as that's all I have available.

18th Moonstone

It seems there were more of them than I expected. Currently one squad of goblins is chasing down the fey dwarf, and thankfully not having much luck.

21st Moonstone

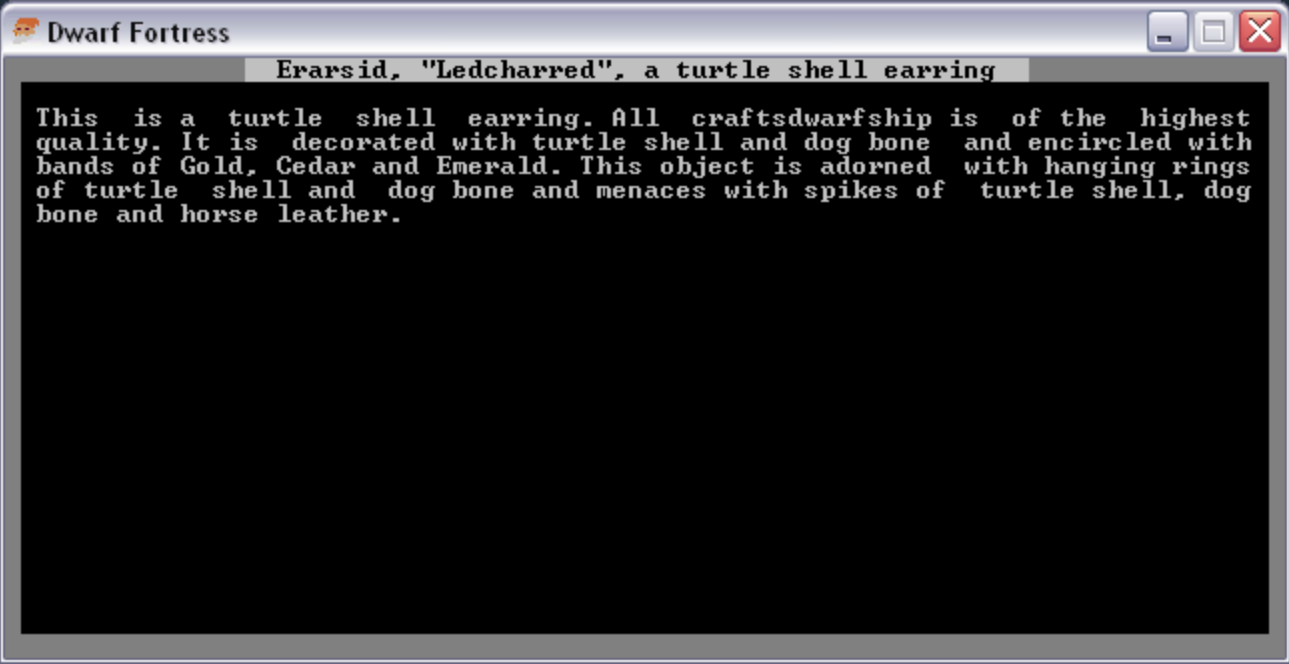
Fighting continues. We've lost 2 dwarfs so far, and quite a few pets. The fey dwarf has also begun working away.

23rd Moonstone

Most of the goblins seem to have either been killed or run away. There's been a single small tantrum over a lost pet, but beyond that everything seems to be running smoothly. Now we just have to deal with the mountains of narrow clothes they're left behind...

25th Moonstone

Spoiler (click to show/hide)



Well, another useless trinket. At least this has given us a bone carver. He can start work on processing the 500-odd bones we have lying around this place.

We also need some tombs, as I doubt we have any empty grave space currently. I suspect the now empty rooms and tunnels of Old Halltraded will make an excellent set of catacombs.

2nd Opal

A stoneworker is throwing a tantrum over his lost pet. I hope the fort doesn't descend into chaos...

I've also designated a temporary graveyard while I set up some tombs. I just need to make sure that dwarfs don't start getting upset about their loved ones being left outside to rot.

16th Opal

The stoneworker keeps tantruming. Thankfully he hasn't broken anything important yet, but it's only a matter of time. I hope he settles down soon.

26th Opal

Still working on making tombs for everyone. It's seems there's the bones of a huge number of dwarfs and pets scattered around the fortress, which all need to be entombed.

12th Obsidian

Nothing much happening this month. Trying to finish off everything I've started before the end of the year.

1st Granite

My year is complete. Most of the activity of the fortress is now in New New Halltraded, and although there is still a fair amount to do, I shall pass the fortress onto the next ruler.

Well, there's my year. Sorry again for not being able to do much more than a quick journal of the year. The only real issue is that some of the dwarfs are a little unhappy due to lost pets from the siege. Beyond that, there's still a lot of stuff sitting in Old Halltraded, and noble rooms still need to be dug out, smoothed and furnished in New New Halltraded. The upper levels are also a bit of a mess, so someone may want to move things around up there.

End of Year status.

[Spoiler](#) (click to show/hide)



Map. (<http://www.mkv25.net/dfma/map-8541-halltraded>)

Save (<http://dff.d.wimbli.com/file.php?id=2163>)

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **April 19, 2010, 02:58:00 pm**

Wow, your turn is finished already? :o  
This is Halltraded... we are not used to such efficiency :), this may well be a new record too.

I'll PM demonic spoon.

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **April 19, 2010, 03:14:20 pm**

Quote from: Bralbaard on April 19, 2010, 02:58:00 pm  
Wow, your turn is finished already? :o  
This is Halltraded... we are not used to such efficiency :), this may well be a new record too.

I suppose he didn't played new version yet :P

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **April 19, 2010, 03:25:13 pm**

I was aiming to get it out the way quickly, as Easter break is ending and I wanted it done before I start drowning in work. I was planning to write something more, but realized that if I spent too long attempting to write an interesting story, I'll end up surrounded by real-life deadlines and a half-finished turn.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **April 19, 2010, 04:41:53 pm**

Quote from: Christes on April 11, 2010, 02:32:07 am  
Yeah, I built that after the fire.  
I still don't know why (name here) broke the reservoir. :-\

The one I used to help pump things out or the one that connected to the river and the main fort?

Also, looks like the draining is entirely done.

EDIT: Heh, the floodable area of forges was actually created by Christes.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 19, 2010, 07:19:34 pm**

The one immediately below the tower, being used as a reservoir.

Title: **Re: Halltraded succession game**  
Post by: **(name here)** on **April 19, 2010, 08:01:48 pm**



Ah, that'd be the pump-out one. I needed it to drain the lower fort.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **April 19, 2010, 11:34:57 pm**

Downloading save.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **April 26, 2010, 01:39:28 am**

Yeah, my crazy plans are festering quite nicely, will post update soon, just a question, will our dead saplings grow into dead trees or will there be more more trees after all these dead ones are cut down?

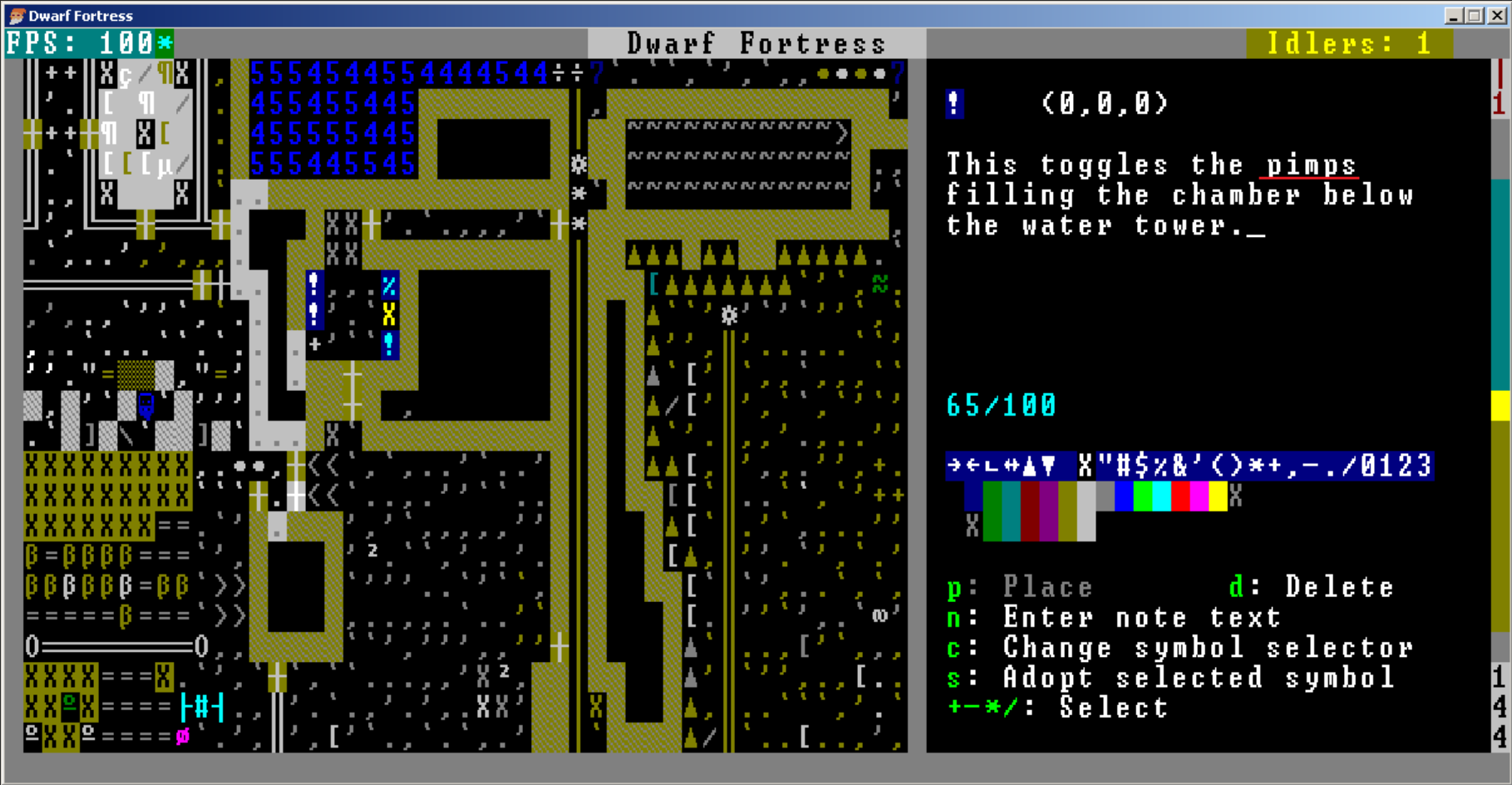
Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 26, 2010, 01:51:41 am**

I do know that trees regenerate. I cut down regions in my first turn and noticed there were trees there during my later ones.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **April 26, 2010, 02:10:23 am**

Right, thanks, this makes one of my plans possible. First order of business is getting rid of the evil mind control cats that have infiltrated our fortress. We must be ever vigilant against the feline menace. Also, there has been some deer hunting. And I hope the goblins don't show up since that would result in FUN. The war against the undead menace continues. They're like a endless stream of bones. A live cougar showed up, while I'm going to have kill this one it means more cougars can show up, we should capture a breeding pair.

EDIT:



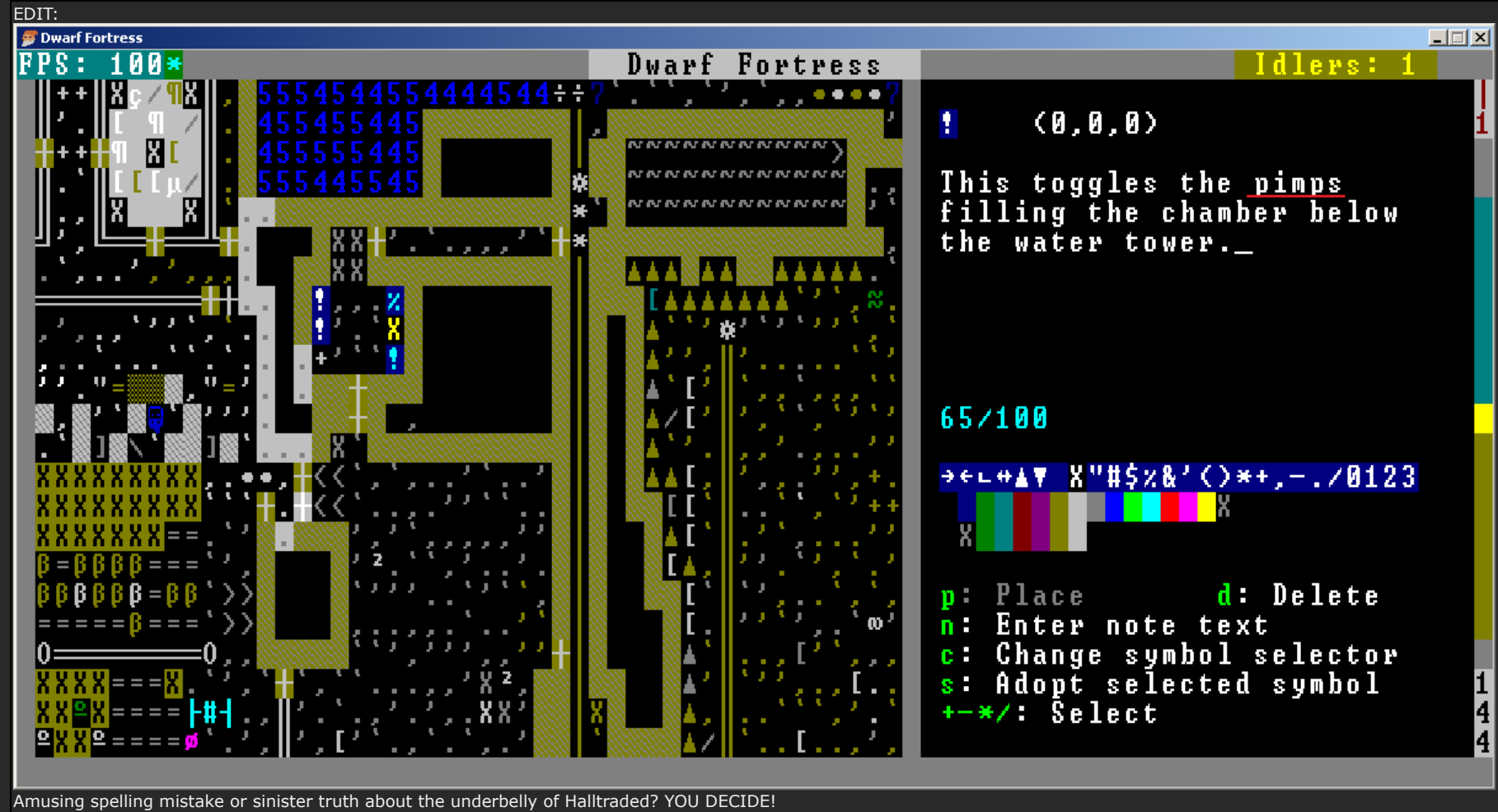
Amusing spelling mistake or sinister truth about the underbelly of Halltraded? YOU DECIDE!

EDIT 2: Boy do we have a large backlog of dead people, I'm just trying to get graves for everyone at this point. Old New Halltraded has become been remade into our City of the Dead, the Necropolis of Halltraded.

EDIT 3: Finally caught up with the backlog of dead folks.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 26, 2010, 06:35:44 pm**

Quote from: Demonic Spoon on April 26, 2010, 02:10:23 am



<http://www.bay12forums.com/smf/index.php?topic=22236.msg642275;topicseen#msg642275>

;)

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **April 27, 2010, 02:04:54 am**

Oh, sorry, missed that, still funny though.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 27, 2010, 03:05:43 am**

Ha! I'd be surprised if anyone saw, given the length of the thread.

Looking back, the funniest part is that I now realize *I* was the one who made the typo.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **April 27, 2010, 04:15:53 am**

Heh, also, the elves arrived, we're selling them some goblin junk.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **April 27, 2010, 10:38:33 am**

I'm amazed that this place survived my first turn, and that it's still going.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **April 27, 2010, 11:10:50 am**

Journal of Her Imperial Majesty Demonic Spoon, Queen of Queens, Goddess of Caves, Philosopher-Empress, Lady Supreme Absolute Ruler of Halltraded for all eternity, Keeper of the Artifacts, Protector of the People and Blackboard Monitor.

Early Spring:

I, Demonic Spoon have finally taken my rightful place as insane tyrant of Halltraded. Under my rule this mighty fortress will no doubt become even mightier and more disorganized! Long live I! After taking a tour the premises I almost broke into tears. This place was a horrible horrible mess!! I presevered and sort of worked things out. Apparently there are two Halltradedes. Old New Halltraded which had started to be evacuated into New New Halltraded a few years ago because it was considered to dangerous for living people to work there. And with good reason it seemed, the place was a labyrinthe with flooded rooms and mysterious levers and coffins all over the place, a legacy to the slaughter that this place had witnessed. Yet New New Halltraded was a bare bones structure with few defenses, glaring security flaws and almost no facilities, many dwarves still ran to Old New Halltraded to do certain tasks or store certain items there! I ordered further workshops constructed in New New Halltraded and the old ones in Old New Halltraded deconstructed so that we can live totally independently from it. I have also started building large numbers of doors and hatches so that the flooding as has been seen in Old New Halltraded may never be repeated.

I was trudging along the garbage littered(Legacies of the many battles with the vile goblins that had taken place here), undead plant-filled plains around Halltraded when I saw a most wondrous thing, a small mound of earth, filled with many bustling small insects, hard at work with the business of their fortress in minutiae, so very much a ideal model of what we strive for. I asked one of the peasants about these wondrous creatures, he answered with a indifferent shrug that they had named them ants and that no one paid much attention to them. Feeling fear that someone may tread upon the wonders that were the ant hills I ordered small enclosures built around all the known ones to protect them and so that in the future we may turn to them for advice on fortress management. Indeed while I was designating the areas around them for the walls to built I could feel great wisdom and intelligence from a sort of communal mind that they shared when I used my philosopher powers of awesome. I'm planning to have my personal quarters that are still under construction access one of these gems so that I may benefit form their knowledge.

Many vile and foul undead creatures have been spotted near Halltraded, I ordered the military out deer hunting, maybe this will put a dent , however small, in the undead population around these parts. As a bonus it'll keep our military sharp in case the abominable goblins return to fair Halltraded.

Some of the peasant haulers cleaning up the garbage of many decades around Halltraded reported that a band of nefarious pointy eared cannibals had arrived, I ordered the military on full alert and started hauling junk to the trade Depot, the records of Halltraded tell of many exotic beasts that these things bring, I will force myself to trade with them, no matter how distasteful it may be, for the good of Halltraded.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **April 27, 2010, 01:14:03 pm**

Quote from: Demonic Spoon on April 27, 2010, 11:10:50 am

I'm planning to Have my personal quarters that are still under contruction access one of these gems so that I may benefit ***form*** their knowledge.

Form as in formic (<http://en.wiktionary.org/wiki/formic>)? :D

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **April 27, 2010, 01:52:34 pm**

...Sure. ;)

Title: **Re: Halltraded succession game**  
Post by: **Di** on **May 01, 2010, 03:21:14 am**

Hi guys.  
I'd like to leave a stain on bloody\vomit\water\etc pattern called Halltraded history too.  
Count me in.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **May 02, 2010, 12:06:41 pm**

You're added to the list :-)

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 02, 2010, 12:07:42 pm**

Sorry for taking so long, the fps is really low, done with spring and busy with summer.

Title: **Re: Halltraded succession game**  
Post by: **Di** on **May 05, 2010, 06:58:01 pm**

Halltraded, the story of legendary patience.  
(Sorry it was just too quiet)

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 05, 2010, 07:49:03 pm**

In all seriousness, though, it's perfectly cool to take your time with it. (Plus, if you take long enough, I won't be busy when my turn comes around)

Title: **Re: Halltraded succession game**  
Post by: **heyguys** on **May 05, 2010, 08:36:06 pm**

I'll take a turn if you guys are still alive by then.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 07, 2010, 08:11:02 am**

Sorry for taking so long, is weekend now so might get done with summer, I should get most of what I wanted done that requires supervision by then and will just let it run through the year.

I'd just like to say I hate the New New Halltraded's design. It looks horrible horrible ugly.

Gah, game just crashed after quite a few months of work, good thing I saved often, bit still quite a bit of work lost. :(

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 07, 2010, 03:45:25 pm**

Quote from: Demonic Spoon on May 07, 2010, 08:11:02 am

I'd just like to say I hate the New New Halltraded's design. it looks horrible horrible ugly.

I would be upset if it looked nice.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **May 07, 2010, 03:57:30 pm**

Quote from: Demonic Spoon on May 07, 2010, 08:11:02 am

I'd just like to say I hate the New New Halltraded's design. it looks horrible horrible ugly.

Are you saying we need a New New New Halltraded?

I've added Heyguys to the list.

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **May 08, 2010, 06:08:46 am**

Make a floating Halltraded above all others :P

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 08, 2010, 06:46:24 am**

Quote from: Bralbaard on May 07, 2010, 03:57:30 pm

Quote from: Demonic Spoon on May 07, 2010, 08:11:02 am

I'd just like to say I hate the New New Halltraded's design. it looks horrible horrible ugly.

Are you saying we need a New New New Halltraded?



I've added Heyguys to the list.

Way ahead of you man.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **May 08, 2010, 11:07:25 am**

Quote from: Demonic Spoon on May 07, 2010, 08:11:02 am  
I'd just like to say I hate the New New Halltraded's design. it looks horrible horrible ugly.

There is only one solution to this! The revival of Old New Halltraded! It shall become New Old New Halltraded!

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 08, 2010, 12:20:07 pm**

But then I'd have to move everything back, aw man. Nah. I shall make a new fortress for the Halltraded elite while the peasnats can slum it in horrible ugly New New Halltraded.

P.S. ...so...many...staircases.\*twitch\*

P.P.S. The dwarves are refusing to bury our dead cats who all died of a mysterious 'disease', I fear a tantrum spiral may be on my hands.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 08, 2010, 01:14:49 pm**

It will all turn back into one giant mess.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 08, 2010, 01:56:05 pm**

Oh and the baron went melancholy, whoops, this may be a impediment for my plan to upgrade us to a duchy and from there to mountainhome status.

Hmm, it seems that only the pet owners are unhappy, everyone else is ecstatic. And one of the planters went melancholy, a child also went beserk, fortunately while sleeping in his room so I was able to lock it.

Title: **Re: Halltraded succession game**  
Post by: **Di** on **May 09, 2010, 05:51:41 am**

Quote from: Demonic Spoon on May 07, 2010, 08:11:02 am  
I'd just like to say I hate the New New Halltraded's design. It looks horrible horrible ugly.

Just don't break it's square shape, so that we could get rid of useless junk witnin it with single cave-in, when it's time to move on.

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **May 09, 2010, 08:00:01 am**

Quote from: Demonic Spoon on May 08, 2010, 12:20:07 pm  
P.S. ...so...many...staircases.\*twitch\*

Having large numbers of stairwells is important in any fortress. They allow the rapid movement of dwarves, trade goods, stone, water, magma, etc. through the base. Just think of it as a large vertical hallway.

To be honest, I wasn't all that fond of it myself, but I was constrained a little by the corridors already in place. A lot of them are constructions, so you could remove them if you wanted to.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **May 09, 2010, 01:14:54 pm**

I agree with the large number of staircases being needed. It's just linear way they are laid out.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 16, 2010, 07:00:14 am**

I'm in autumn atm, sorry for taking so long guys! My project is taking longer than I planned so I can't let the game just run just yet, almost done though! :D

And we just got a legendary weaponsmith and a platinum mace! :D



Title: **Re: Halltraded succession game**  
Post by: **heyguys** on **May 16, 2010, 08:50:49 am**

a platinum mace is actually a pretty decent weapon, have somebody equip it.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 16, 2010, 08:52:40 am**

I'm not touching the military except to tell them to kill skeletal deer, the next guy can do that.

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **May 18, 2010, 10:46:55 pm**

I'll sign up for a turn.  
With naive time-averaging, it should be around January when my turn comes up. I'm not sure if I'll have free time by then, so beware.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **May 21, 2010, 03:15:01 pm**

I've added Cheddarius to the list.  
  
Did the tantrum spiral with the melancholy baron end, or are we still in trouble ?

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 21, 2010, 03:16:13 pm**

Nah, that got stable after a while and many counselling sessions/fist fights with the mayor.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **May 22, 2010, 10:41:08 am**

Winter is upon us.

Chronicles of one Demonic Spoon, greatest dwarf to ever walk the earth:

Winter, already? My how time flies when you're busy building a hermetic retreat for yourself, your love and a couple of retainers, sealed off from the outside world. My masterpiece is fortunately nearly complete, soon I will leave these ruffians and plebs behind to live in my personal utopia, using up the days trying to woe the Dungeon Master into marrying me. The peasants are busy clearing the magma moat of any left over stone and the last few traps are being installed after which we shall seal ourselves away and the rest of the citizenry can do what it likes.

Damnation! It seems my magma moat was a bit too ambitious and the filling pipe too small, it will either evaporate to fast to be filled or take forever to fill.

We have sealed ourselves away from the outside world in our stronghold, we have one great champion to protect us, his wife, formerly a mechanic but now the jack of all trades that will keep us alive, their numerous offspring(one of which died in a unfortunate accident during the sealing of the fortress), the Dungeon Master and me myself, Demonic Spoon. Although the magma moat must still be filled to achieve maximum impregnability we are complete sealed off from everyone else and totally self-sufficient. As long as that woman remembers to plant plump helmets at least.

Mmm, my psychic abilities tell me that apparently on of the tanners of the outside Halltraded made a legendary artifact leather shield, yay.

I just came up for a solution to the magma moat filling problem, unfortunately what with us being sealed away from the world and all I am unable to implement it,

Title: **Re: Halltraded succession game**  
Post by: **Di** on **May 23, 2010, 05:51:39 am**

oh, no we got another bunker.  
so, will it be covered with magma from above?

**Title: Re: Halltraded succession game**  
**Post by: Demonic Spoon on May 26, 2010, 11:30:35 am**

Aargh, spring has arrived with the secondary magma moat filling tunnel near to completion, if someone would finish it that'd be awesome though I'd understand if you didn't. And I'd appreciate it if you kept my little hermit fort sealed off but again I understand if you don't want to. ~~Uploading-~~

Save (<http://dffd.wimbli.com/file.php?id=2418>)

Map (<http://mkv25.net/dfma/map-8848-halltraded>)

My wonderful achievements:

Mm, was planning to use that neato tf2 achievement generator but it is down, oh well.

Smooth the entire Old New Halltraded: Completed!

Get a achievement: Completed!

Give every resident of Halltraded, including children, their own personal tomb: Completed!

Make a self-sufficient hermit fort completely sealed off form the outside world with a population no larger than 10 dwarves: Completed!

Kill 100 animals: Completed!

Get 5 achievements: Completed!

Kill 5 Goblin POW by throwing them into a magma pipe: Completed!

Kill the Baron: Completed!

**Title: Re: Halltraded succession game**  
**Post by: Christes on May 26, 2010, 07:21:49 pm**

Nice!

Good job making more levers! For the next one, we will need to expand the lever room.

**Title: Re: Halltraded succession game**  
**Post by: Heron TSG on May 26, 2010, 11:55:47 pm**

I love that Halltraded is so busy chugging along that nobody even mentioned 0.31.0X in this thread.

**Title: Re: Halltraded succession game**  
**Post by: Christes on May 27, 2010, 12:16:08 am**

I should add that I have finals until June 11th, followed by a period of frantic grading. However, I will be free after that.

**Title: Re: Halltraded succession game**  
**Post by: Bralbaard on May 27, 2010, 04:07:04 pm**

Thanks for the PM, I've send samus a message, he's next in line.

Edit: Finally had time to look through the map. a lot of progress this year.  
The anthill sanctuaries are a nice touch, I love how you diverted the road because there was an anthill nearby :)

Good luck with the finals, christes!

**Title: Re: Halltraded succession game**  
**Post by: Bralbaard on June 06, 2010, 01:40:58 am**

No news from samus. If nobody objects I'd say we wait untill christes has time, which won't take too long. Alternatively, we could also swap Christes turn with kazindir, the next in line.

**Title: Re: Halltraded succession game**  
**Post by: Christes on June 06, 2010, 01:17:34 pm**

I would be cool with either. I will certainly have time by the week of the 14th.

**Title: Re: Halltraded succession game**  
**Post by: Cheddarius on June 06, 2010, 02:39:57 pm**

I think we should go to Kaz, if Christes doesn't object.

**Title: Re: Halltraded succession game**  
**Post by: Christes on June 06, 2010, 02:43:48 pm**

I have no problems with it. However, I will be busy again in mid-July so hopefully Kaz won't take to long :P

**Title: Re: Halltraded succession game**  
**Post by: Bralbaard on June 06, 2010, 03:11:19 pm**

I'll PM Kazindir :)

**Title: Re: Halltraded succession game**  
**Post by: Christes on June 06, 2010, 04:47:47 pm**

Where'd your avatar go? ???



Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **June 06, 2010, 07:22:11 pm**

I can still see it. Sometimes avatars disappear after the page is loaded, for some reason. Try going to his profile, or looking really quickly before the page fully loads.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 06, 2010, 08:50:24 pm**

Ah it's back. Yeah it was really strange - it just disappeared right as it loaded.

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **June 06, 2010, 10:06:26 pm**

Yeah, that happens to me a lot too. Very strange.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **June 07, 2010, 12:09:05 pm**

Yes, I also noticed that my avatar tends to be present and absent on a random basis, not sure what is going on there. I've got it hosted on imageshack, have had some odd stuff happen before with images I have stored over there.

Title: **Re: Halltraded succession game**  
Post by: **Kazindir** on **June 08, 2010, 06:46:17 am**

I fear I must pass on my turn. Having a bit of a crunch time at work until the end of the month so I doubt I'll have any time to do a turn justice. Sorry. :(

Luckily it seems it'll fit in with Christes panic time ok though. :)

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **June 10, 2010, 03:12:20 pm**

Ah, we'll just wait for Christes then..

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 10, 2010, 07:25:45 pm**

Well I'm done failing my own finals now. I just need to do some grading.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 13, 2010, 10:37:27 am**

Okay, I'll start playing today or tomorrow. Updates will probably wait a little longer.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **June 13, 2010, 01:46:55 pm**

All right! Awaiting the updates anxiously.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 13, 2010, 03:21:21 pm**

My FPS is 6 on default settings. :o

Anyone have tips on improving this?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **June 14, 2010, 12:10:19 am**

From the map posted with the last savegame it seems we have a lot of flowing liquid on the map right now, with the river and lavachannels filling up etc, that could well be the main problem.

Other than that, there are some settings in one of the init files "partial print" IIRC that may help, I'm not sure how much that would help though.

Then of course there is the dwarven way: sacrificing enough cats, elves, animals and people to the bloodgod, so the population drops to a more manageable size. ;)

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 14, 2010, 12:35:07 am**

Or there's the way I'm going to do it: get a new, top-of-the-line computer.

It might have to wait a couple days though.

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **June 14, 2010, 01:03:58 am**

Sacrifice your pets and neighbors to Armok, then pray to him for a good computer.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 15, 2010, 01:51:08 pm**

So I took a look around the fortress, and my dwarf from last time is still alive! Better yet, she still is renting a room in the Old Halltraded. This could be interesting...

I plan to get the new computer today or tomorrow. It will be a quad core with an obscene amount of ram. Hopefully it will be a little fast than my 8-year-old system.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **June 16, 2010, 09:40:34 am**

Also, try turning off weather in init.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 16, 2010, 06:54:37 pm**

Got the new computer. Even this beast is only managing to run it at 20-30 FPS. That's certainly playable, though I was expecting a little more.

What speeds were everyone else getting?

Expect an update in the next few days.

Edit: I just loaded up a smaller fortress of mine and got around 200-300 FPS, so I think its Halltraded's fault.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **June 17, 2010, 04:22:26 am**

I'll take another turn, and I'll damn well complete it this time!

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **June 17, 2010, 11:19:35 am**

I was getting 8-10 fps, probably because of the stuff flowing around and the stone I dug out. I've tried to crush some of the stone, butcher a large part of the animal population, and get rid of the goblin crap lying around to improve the fps, hopefully once, and if you complete my project and the liquids stop flowing it will improve some.

Title: **Re: Halltraded succession game**  
Post by: **Di** on **June 17, 2010, 12:21:20 pm**

I guess now if you clean up this mess it'll be achievement as outstanding as damming the river.  
You know, I checked the last save and got something around 10 fps while waching unmined stone at the bottom.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **June 18, 2010, 04:01:36 pm**

I've updated the turn list.

I'm currently getting around 25 FPS out of the latest save of Halltraded, My system is only a few months old though. Hopefully things will speed up once the river is full, Halltraded did not survive all this madness to be brought down by bad FPS.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 20, 2010, 03:03:01 am**

Journal of Ziriltharnas, Beloved Firefighter of Halltraded

**1 Granite, 316:** It is a time of great confusion in Halltraded. Not to imply that confusion is unusual in this fortress along the banks of the Fogs of Cremation, but I believe we have reached a new high. There are currently no less than three distinct fortresses here.

-There is the original, Old Halltraded. This is a confusing mess of stairs and hallways. It has been host to two wildfires and two massive floods

-There is New Halltraded. It is recently constructed and more efficient than Old Halltraded, but lacks the charm.

-There is New New Halltraded, a villa set up by Demonic Spoon for Åblel-knows-what. She has sealed herself here and appears to have no intention of leaving.

It is in these confusing times that I must once again enter the fray. With the departure of Demonic Spoon to her ivory tower in New New Halltraded, the dwarves of Halltraded have once again turned to me for leadership. It is now my duty to carry out the continuing movement of dwarves and goods from Old Halltraded to New Halltraded.

It is a duty I carry out with a tinge of regret. Old Halltraded may be an inefficient mess of hallways, but it has its charm. It was in these halls that the pioneers of Halltraded covered under the wrath of Clampurge the Flashy General. It was in these halls that Keldor laid out the plans for the great dam. The history of this place surrounds us Also, I can't say I'm too fond of the architecture in the New Halltraded. Look at those stairs:

[Spoiler](#) (click to show/hide)



I understand architecture built of necessity, but I thought that was the sort of thing we were fleeing from. In fact, I have half a mind to barricade us in the Old Halltraded, away from everything else going on. Maybe Demonic Spoon had the right idea. But memories of Inky's bunker should remind us of what happens when dwarves separate themselves so.

As I see it, there are a handful of things to be done with the New Halltraded before I am ready to fully move over:

- Add New Halltraded to Old Halltraded's power network.
- Beautify some things in New Halltraded
- Add an indoor source of drinking water

The first one, in particular will take a bit of effort. We barely have enough wood, but old parts can be cannibalized. The third will be made easier by doing the first.

**3 Granite 316:** This fortress of 101 inhabitants boasts over 50 idlers. We can put some of these folks to work tearing down old walls.

**10 Granite 316:** The plans have been laid out. A sky bridge will connect Old Halltraded to New Halltraded, which will carry a long axle with power. With any luck this will be the primary path for dwarves traveling between the two Halltraded. Currently there are flocks of dwarves running back and forth outside. Jobs are regularly canceled because of the undead wildlife. Ultimately, I plan to seal off Old Halltraded from the outside world.

**12 Granite 316:** Mayor Zekrish has mandated the construction of 3 rings. This can surely be accommodated.

**14 Granite 316:** An elven caravan has arrived. I hope they have wood.

**15 Granite 316:** Nope, just cloth. I bought two boxes of cloth and a handful of berries.

**18 Granite 316:** My engineers just reported to me that the old pump tower is still running. Most likely, it has been running nonstop since the last flood a few years back. Presumably no one knew how to turn it off. That has been taken care of now.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 20, 2010, 03:03:38 am**

OOC:  
  
Don't expect more updates until Monday, I have another block of RL until then.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **June 21, 2010, 09:58:37 am**

Is Maggarg the dwarf still alive?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 23, 2010, 01:19:22 pm**

Yes she is. She also mines *really fast*.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 23, 2010, 01:21:12 pm**

**8 Slate 316:** I've ordered an area dug out to house some malls in the new Halltraded.

**16 Slate 316:** I have been informed that Meng Likotost, a stoneworker, has starved to death. How or why this has ocured, I have no idea.

**20 Slate 316::** I am increasingly aware of how much of a mess Halltraded is. To clean things up, I've ordered two things done. First of all, I ordered all stray animals butchered. We don't need meat, but we do need less chaos. Second, I've ordered a trash compactor area dug out so that we can dispose of garbage.

**1 Felsite 316::** Scandalous! Unbelievable! I couldn't even believe the news!

**The Baron Mistêm Regbisek has arrived.**  
**Some migrants have arrived.**

**2 Felsite 316:** After waiting around for a day, the new migrant group has come to Halltraded. They consist of:

- 1 Baron
- 1 Baroness
- 1 Woodworker
- 1 Jeweler
- 1 Fishdissector (now a miner in training)
- 1 Leatherworker



**3 Felsite 316:** The new Jeweler has taken over a jewellery shop and is gathering ingredients! I'm hoping she'll make something nice.

[Spoiler](#) (click to show/hide)



**10 Felsite 316:** The new baron inquired today about where the rest of the nobility are. I pointed to New New Halltraded. He seemed a bit flustered... Perhaps I should set up nice quarters for him?

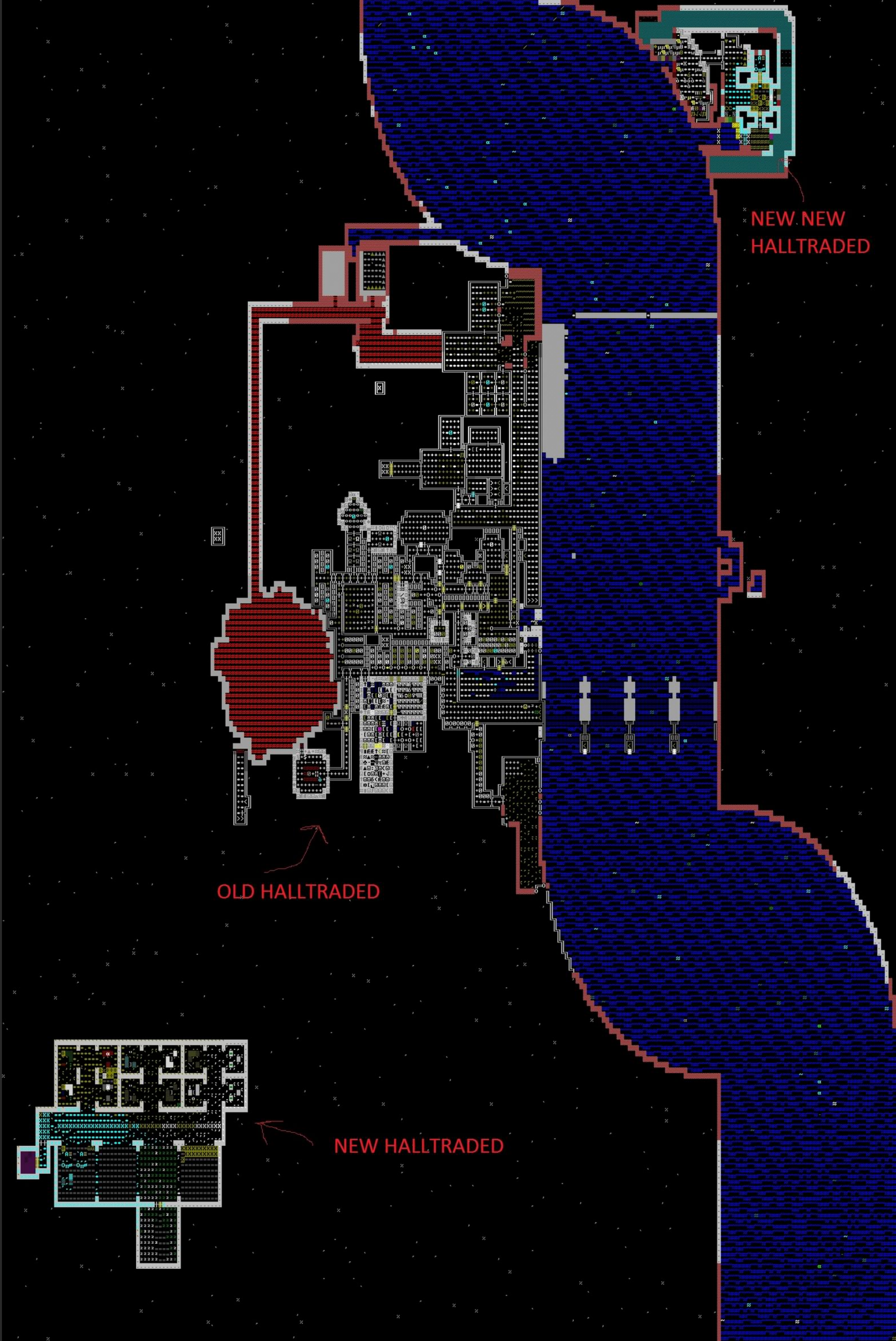
Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **June 23, 2010, 02:38:47 pm**

Bralbaard cancels task: can't find path :  
  
[Spoiler](#) (click to show/hide)  
(<http://img692.imageshack.us/i/halltradedsign.jpg/>)  
  
just illustrating my current state of confusion..

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 23, 2010, 03:05:25 pm**

Awesome sign!  
  
Quality sucks, but here is a rough map: (You'll need to zoom out or scroll right)  
  
[Spoiler: Large Map of Halltraded](#) (click to show/hide)





If you can think of better terminology, I'll adopt it, but I think confusing is very fitting for Halltraded

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **June 24, 2010, 11:45:36 pm**

I dunno - that rat looks awfully alive for Halltraded... Maybe it's someone's pet? Or perhaps an engraving? XD

I thought that new new Halltraded was the area to the south, which would make Demonic Spoon's ivory tower new new new Halltraded? There was a new Halltraded somewhere around turn 5, before the bunker, I believe...?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 25, 2010, 01:48:22 am**



Ha! I believe you are thinking of Higar (me). I don't count that, since it was really more of a rennovation.

Also, the bunker has been fully incorporated into Old Halltraded by now, so it's difficult to separate.

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **June 25, 2010, 09:21:14 am**

Halltraded: Where no one knows what is where anymore :P

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **June 25, 2010, 05:11:16 pm**

Obviously we need a Halltraded Architectural Museum, complete with exhibits showing the habitats of the dwarves over the past couple decades. Bonus points for having the exhibits include working dwarves living exactly as they would have at the appropriate time period.

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **June 25, 2010, 05:14:10 pm**

Quote from: Keldor on June 25, 2010, 05:11:16 pm  
Obviously we need a Halltraded Architectural Museum, complete with exhibits showing the habitats of the dwarves over the past couple decades. Bonus points for having the exhibits include working dwarves living exactly as they would have at the appropriate time period.

Obtaining zombie fire imps fighting over the edge of volcano, or mini-river with powerplant and carp... or that burning caravan. That will be hard things to obtain.

Must be done :3

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 26, 2010, 07:03:10 pm**

Quote from: Keldor on June 25, 2010, 05:11:16 pm  
Obviously we need a Halltraded Architectural Museum, complete with exhibits showing the habitats of the dwarves over the past couple decades. Bonus points for having the exhibits include working dwarves living exactly as they would have at the appropriate time period.

And we have the perfect place to do this! Old Halltraded! I'm going to make it so that you can only get into Old Halltraded through New Halltraded. There is tons of space, and it is full of bodies already, so you're halfway there.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 26, 2010, 07:04:10 pm**

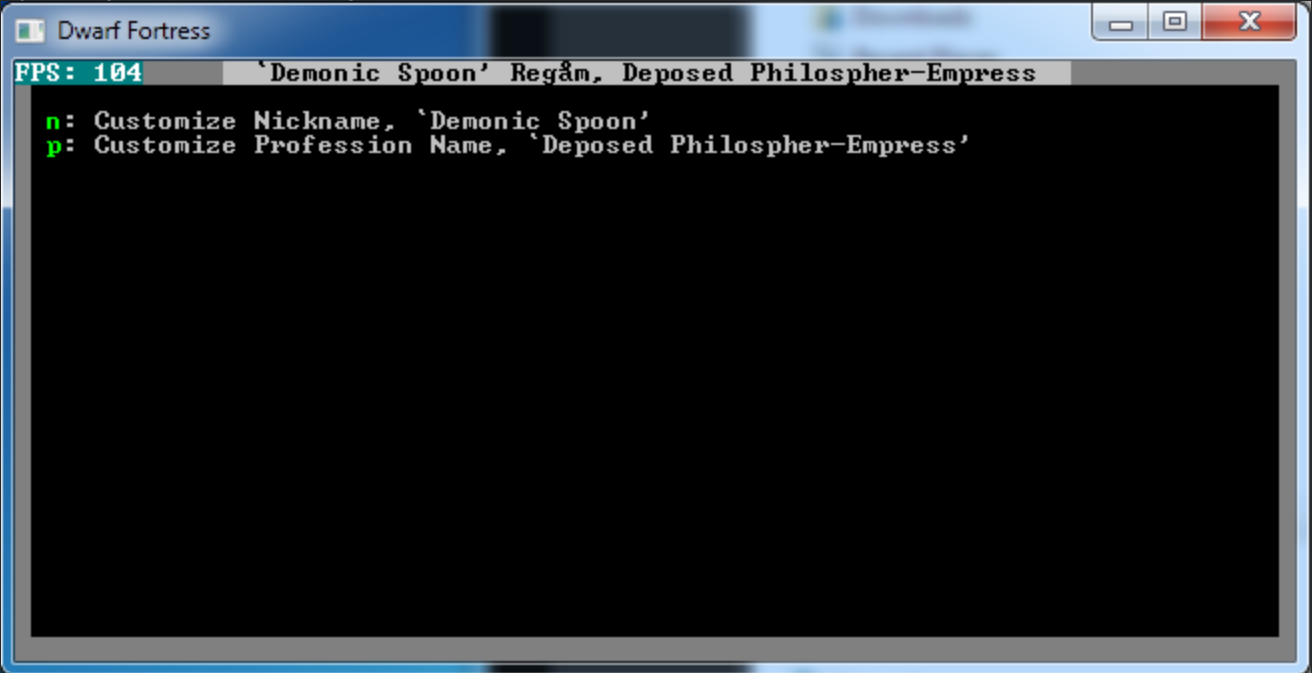
**Journal of Mistêm Regbisek, newly appointed Baron of Halltraded**

**15 Felsite 316:** This land isn't as vicious as I had been told. Tales of undead fish and riots are becoming quite popular back in the Mountainhomes, and when neither of the previous rulers reported back, I became worried. These worries appear to now be unfounded. Skeletal foxes are the worst undead wildlife around here.

What *does* concern me is the current political situation. As far as I can tell, there was some sort of bizarre coup and Demonic Spoon, a philosopher, took control of the government. She's now hiding in this "New New Halltraded" along with collaborators. She styles herself the Philosopher-Empress. In her absence, another dwarf named Ziriltharnas has taken over and is ordering very large-scale constructions. I must dwell on this more.

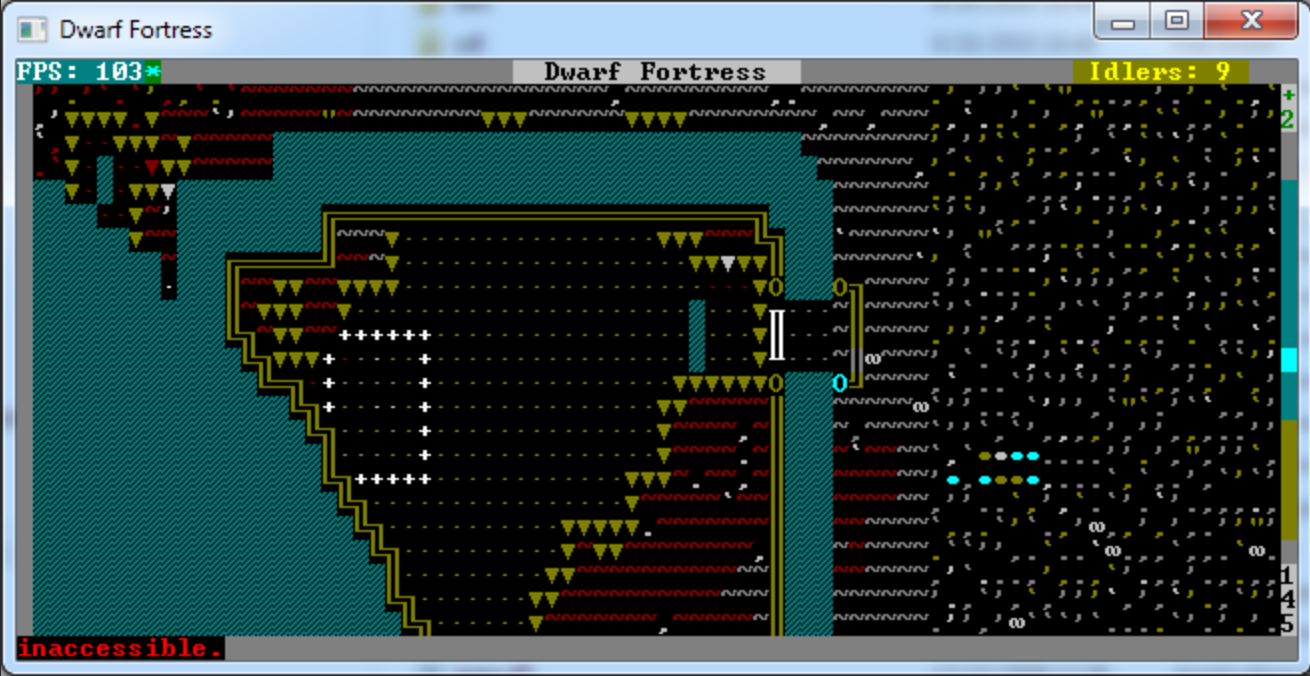
**17 Felsite 316:** With no communication from Demonic Spoon and friends, I have ordered her "title" revoked and her villa sealed off. She can enjoy her time in New New Halltraded, but she will not leave.

Spoiler (click to show/hide)



Spoiler (click to show/hide)





**20 Felsite 316:** The dwarves have finished sealing off New New Halltraded. It is a very rough and shoddy job now, but we can improve it if need be.

**22 Felsite 316:** Ziriltharnas has finally gotten around to getting me a new room. It is not properly furnished at the moment, but it is good enough for now. Ah, to finally relax...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 26, 2010, 07:05:28 pm**

**Journal of Ziriltharnas, Beloved Firefighter of Halltraded**

**23 Felsite 316:** Deep in the bowels of Old Halltraded, the newly-arrived jeweler works on her artifact. She has collected various types of rough gems and wood. This should be interesting.

**24 Felsite 316:** It appears we already have a trash compactor from a previous leader. Oops. Well, we now have two.

**27 Felsite 316:** Once again, the guilds interfere with our lives. The masons guild has influenced the mayor...

[Spoiler](#) (click to show/hide)



**2 Hematite 316:** The jeweler is done making her artifact! It is a Cat's Eye flask. It's nice, but we have plenty of more impressive artifacts already.

[Spoiler](#) (click to show/hide)

This is a Cat's eye flask. All crafts dwarfship is of the highest quality. It is encrusted with Cat's eye and Felsite, decorated with Willow and encircled with bands of Cat's eye and Felsite. This object menaces with spikes of Schist. On the item is an image of a dwarf and dwarves in Larch. The dwarf is surrounded by the dwarves.

**5 Hematite 316:** I have begun ordering the mass-smashing of excess stone. We have a lot to go around. We still have lots of it sitting around in critical areas. I have instructed the dwarves to simply pretend as if these are not there.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **June 27, 2010, 01:56:04 pm**

Quote from: Christes on June 23, 2010, 01:21:12 pm

**16 Slate 316:** I have been informed that Meng Likotost, a stoneworker, has starved to death. How or why this has occurred, I have no idea.

**1 Felsite 316::** Scandalous! Unbelievable! I couldn't even believe the news!

**2 Felsite 316:** After waiting around for a day, the new migrant group has come to Halltraded. They consist of:

- 1 Baron
- 1 Baroness
- 1 Woodworker
- 1 Jeweler
- 1 Fishdissector (now a miner in training)

Hahaha! Success! My plan to draw in migrants has succeeded! :D

And I suspect the guy that starved to death was this guy. (<http://mkv25.net/dfma/map-8848-halltraded>)

P.S. It's ~~disposed~~, not ~~deposed~~. Silly me.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 27, 2010, 04:35:52 pm**

Quote from: [Demonic Spoon](#) on June 27, 2010, 01:56:04 pm

P.S. It's disposed, not deposed.

Definition 1 (<http://mw4.m-w.com/dictionary/deposed>)

As a side remark, I should note that my FPS seems to have increased slightly. Something I'm doing is helping. Of course, I'm still getting <30 FPS, and this is on the fastest rig I could get. My old P4 was getting (low) single digits.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **June 28, 2010, 03:21:59 am**

I stand corrected. :D

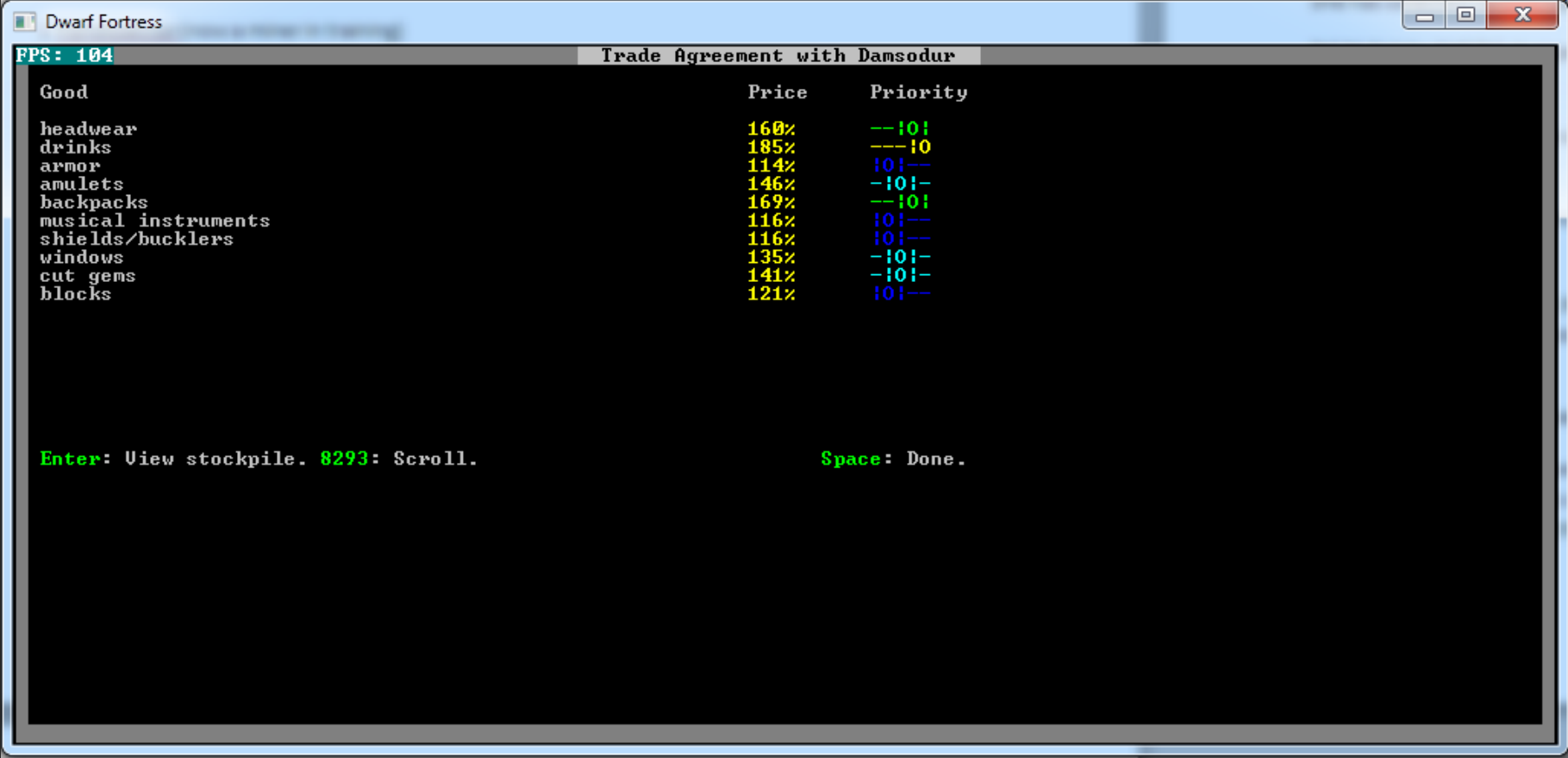
The crushing of the stone is probably what is helping your fps, along with the slaughtering of the animals.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 28, 2010, 02:02:05 pm**

**Journal of Ziriltharnas, Beloved Firefighter of Halltraded**

- 9 Hematite 316:** A human diplomat has arrived. Just in time to meet with our baron!
- 14 Hematite 316:** The diplomat has begun negotiations.
- 15 Hematite 316:** A human caravan has arrived! Finally, we have a chance for us to unload our crap on some unsuspecting humans.
- 22 Hematite 316:** I instructed the trader to order wood from the humans since we have nearly exhausted our supply.
- 3 Malachite 316:** The trader gave the humans approximately 120,000☼ worth of goods in exchange for 10,000☼ worth, most of which we did not need. The humans seemed pleased at the steal. I am pleased to have less junk lying around.
- 17 Malachite 316:** The humans have made requests of us for next time. Most of these are reasonable

[Spoiler](#) (click to show/hide)

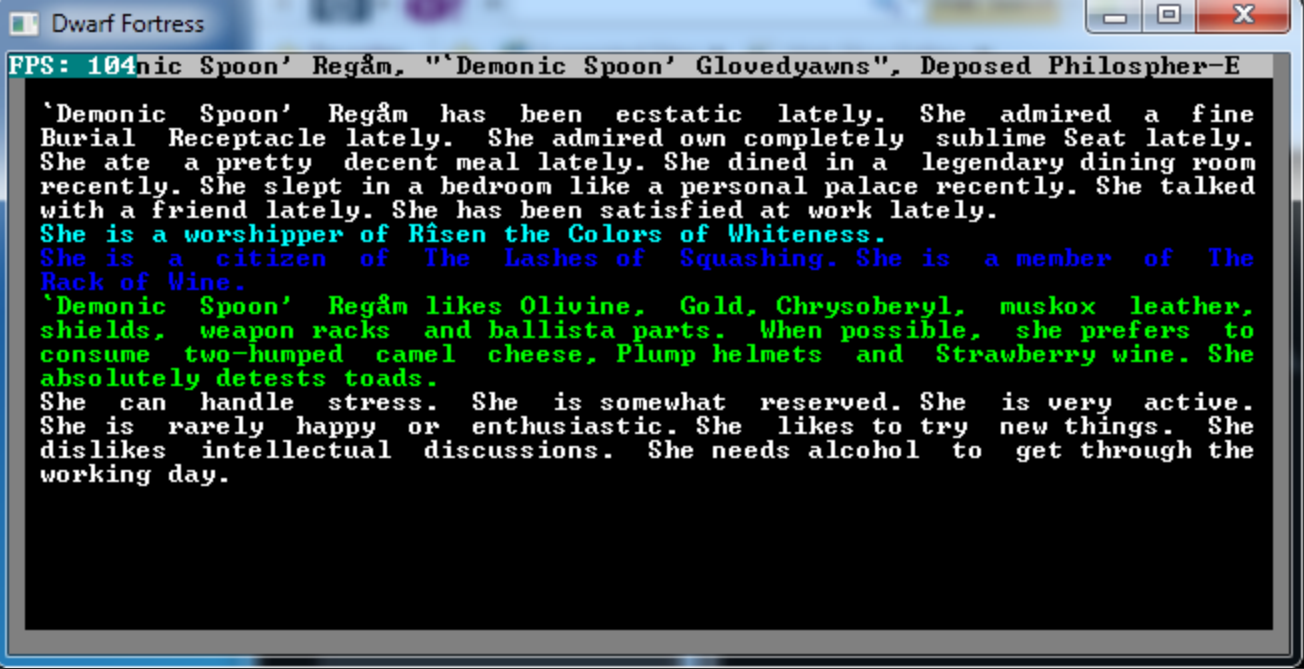


\*\*\*\*\*

**Journal of Her Imperial Majesty Demonic Spoon, Queen of Queens, Godess of Caves, Philosopher-Empress, Lady Supreme Absolute Ruler of Halltraded for all eternity, Keeper of the Artifacts, Protector of the People and Blackboard Monitor**

- 2 Galena 316:** Life is good! I have the most supreme amenities imaginable.

[Spoiler](#) (click to show/hide)



The only thing I need is a magma moat, and that shall come soon. Mosus has finally finished digging out the tunnel to the magma pipe. With the assistance of pumps, we shall have it!

**3 Galena 316:** We double-checked for the many children, and locked the hatch to below. With any luck, we will not be unable to go down there any time soon.

\*\*\*\*\*

**Journal of Ziriltharnas, Beloved Firefighter of Halltraded**

**8 Galena 316:** Our engineers have informed me that the magma pipe is draining at an alarming rate. Already, the first two layers have almost been evacuated of magma. Fortunately, our forging operations use magma from lower levels.

Spoiler (click to show/hide)



The receding magma level has caused some old iron bolts and cages to be exposed. I have ordered the area temporarily opened up so we can collect these.

Spoiler (click to show/hide)





Demonic Spoon: Blackboard monitor? As in the system for universities and the like? ???

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **June 28, 2010, 03:14:09 pm**

Quote from: Christes on June 28, 2010, 02:02:05 pm  
The receding magma level has caused some old iron bolts and cages to be exposed. I have ordered the area temporarily opened up so we can collect these.

The best case scenario here is that someone is going to get his hands burned while trying to pick up a magma heated bolt or cage..  
interesting :)

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **June 29, 2010, 12:54:13 am**

Hehe, awesome, thanks christes! :D

Quote from: Demonic Spoon on April 27, 2010, 11:10:50 am  
Journal of His Majesty Demonic Spoon, King of Kings, God of Caves, Philosopher-Emperor, Lord Supreme Absolute Ruler of Halltraded for all eternity, Keeper of the Artifacts, Protector of the People and Blackboard Monitor.

Quote from: Christes on June 28, 2010, 02:02:05 pm  
**Journal of Her Majesty Demonic Spoon, Queen of Queens, Godess of Caves, Philosopher-Emperor, Lord Supreme Absolute Ruler of Halltraded for all eternity, Keeper of the Artifacts, Protector of the People and Blackboard Monitor**

Hehe, it seems I forgot to check my gender, oh well. You forgot empress instead of emporer though.

Quote from: Christes on June 28, 2010, 02:03:56 pm  
Demonic Spoon: Blackboard monitor? As in the system for universities and the like? ???

I think it's the guy that has to clean the blackboard at school or something, I don't really know, I got it form this.  
(http://en.wikipedia.org/wiki/Sam\_Vimes)

In one of Terry Pratchetts books, the Fifth Elephant, Vimes's list of titles is recited, Vimes's adds that he was a blackboard monitor at school as well, the guy that recited his titles informs him that they may use it as a tie breaker.

P.S. Mmmm, I should have said imperial majesty instead of just majesty.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 29, 2010, 02:58:25 am**

I kept that since you put emporer on the custom job in-game. I also kept lord supreme instead of lady supreme since the latter sounded a little odd to me. With your permission, I'll retcon everything and change it in-game.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **June 29, 2010, 04:25:16 am**

Sure :D

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **June 29, 2010, 05:19:01 am**

Check those cages you recover. I bet some of them still have occupants. If any of them include a skeletal or zombie fox, the ghost of Keldor or Inky (don't remember which) demands that it be returned to it's rightful place in the dining room.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **June 29, 2010, 12:29:30 pm**

Demonic Spoon: It is done. Feel free to edit your posts as well.

Keldor: They are empty. In fact, one has already been used in a cage trap.

When did the pet dragon die? :'(

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 02, 2010, 11:54:42 am**

**Journal of Her Imperial Majesty Demonic Spoon, Queen of Queens, Goddess of Caves, Philosopher-Empress, Lady Supreme Absolute Ruler of Halltraded for all eternity, Keeper of the Artifacts, Protector of the People and Blackboard Monitor**

**15 Galena 316:** It is done! Of course, the magma only fills the bottom two layers, but that will have to do for now. I was afraid the peons would find the pump before it did its job, but these fears were unfounded. The link to Old Halltraded has fortunately been severed by flooding magma. Mosus's room will be engraved as a reward for her achievement.

\*\*\*\*\*

**Journal of Ziriltharnas, Beloved Firefighter of Halltraded**

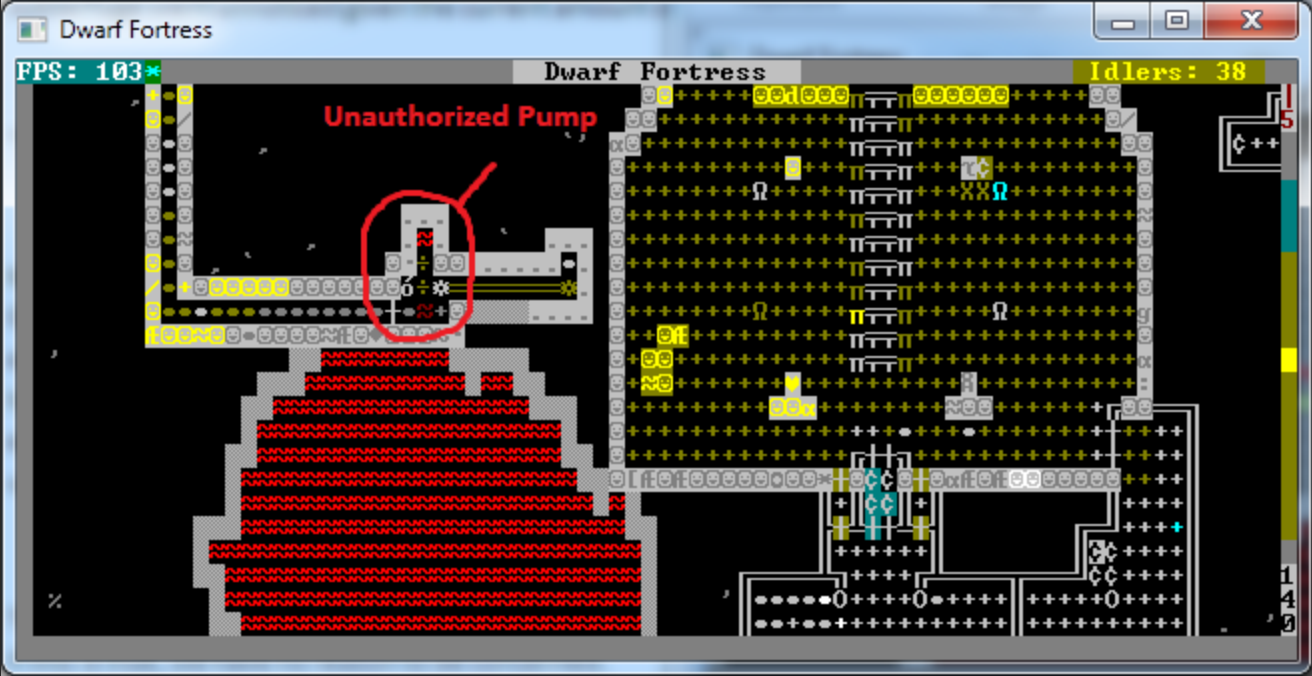
**15 Galena 316:** I have ordered a full investigation of the magma-draining. We must know what the cause is!

**20 Galena 316:** The engineers tell me that they have located the problem and corrected it. I await their full report.

\*\*\*\*\*

**Report from the dwarven engineer's guild to leader Rith Udibamal concerning the Galena 316 lava-draining in Halltraded**  
In early Galena 316, the lava pipe near Halltraded appeared to be receding. A cursory search of Old Halltraded has revealed the culprit. A pumping station was erected by an unknown engineer, several layers below the surface.

Spoiler (click to show/hide)



The same engineer appears to have tapped into Halltraded’s energy supply to power this pump. This subterfuge went unnoticed given the current amount of work on expanding Halltraded’s power system.

Spoiler (click to show/hide)



Miners report a shaft of warm stone north of Halltraded that extends from the pump to the river. Given this, it is likely that the magma was being pumped to New New Halltraded, and the unknown engineer was actually Mosus Nakistosid, an agent of Demonic Spoon. As Mosus has not been seen or heard from since she was sealed with Demonic Spoon, we can only assume that a connection was established between the two Halltradedes near the pumping station. As we cannot find this connection, we assume that it has been flooded with magma.

Though it is as yet unconfirmed, it is likely this lava has been stolen for use in Demonic Spoon’s moat. If this is true, we have no reason to be concerned. Anything to further seal of Bew New Halltraded is in our best interests.

The pump has already been disabled by Halltraded’s Engineers. As the magma pipe is refilling fast and the connection with DS’s villa is likely flooded with magma, we advise no major course of action be taken, aside from cannibalizing the wooden axles found powering the pumping system.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 03, 2010, 04:25:24 am**

Hehe, genius! Good old Mosus.

Title: **Re: Halltraded succession game**  
Post by: **NTheGreat** on **July 03, 2010, 06:46:07 pm**

I think the pet dragon was lost in my mad slaughter of anything stray. I just went down the animal list, ordering anything that could be butchered to be culled. By the time I noticed that the dragon was a stray as well, it was too late.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 03, 2010, 08:28:49 pm**

Fortunately, the giant eagle is still alive :D

It's chained in the basement, though =/

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 04, 2010, 02:17:27 am**

If I remember correctly I had everything in the kennels (http://mkv25.net/dfma/poi-24292-kennels) downstairs and there was one giant eagle, which was gained during my turn via trading with the elves. I butchered just about everything except the breeding animals down there, for war dogs and cow meat, bones and leather.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 04, 2010, 01:08:24 pm**

Well, there was also a stray giant eagle from Keldor's first turn. It's possible that got culled with the dragon, but I can't seem to locate it on the mile-long list of dead animals.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 04, 2010, 03:14:05 pm**

**8 Limestone 316:** Animals repopulate fast. I've ordered more butchered.

**15 Limestone 316:** I've ordered a well area dug out in New Halltraded. Hopefully We can finish this before my rule is over.

**18 Limestone 316:** Our miners have struck Alunite! They seem happy, anyway.

**25 Limestone 316:** I just noticed that the dwarven merchants are here. When did they arrive?!? No one told me!

**25 Sandstone 316:** More migrants! In total we have:

- 1 Herbalist
- 1 Blacksmith
- 2 Peasants
- 1 Brewer
- 1 Lyemaker

The brewer and one of the peasants both had to kill a skeletal deer on the way in. For this, I am making them our new members of the military.

**26 Sandstone** It appears these migrants have put us over the top.

itonnish and the surrounding lands have been made a county.

At this rate, we'll have the king here in no time.

**2 Timber 316:** Well, we have two countess consorts, and they are both mandating things. Most of these can be satisfied.

Spoiler (click to show/hide)

Dwarf Fortress

FPS: 103Atír Idenalis, "Atír Paddledkisses", Countess Consort

Owned Objects:21

Holdings:

Grand Bedroom

Grand Dining Room

Grand Mausoleum

2 Chests

3 Cabinets

1 Weapon Rack

1 Armor Stand

Needs: Great Bedroom

Needs: Great Dining Room

Needs: Mausoleum

Needs: 3 Chests

Needs: 2 Cabinets

Needs: 2 Weapon Racks

Needs: 2 Armor Stands

Mandates:

Export of Tin items Prohibited

Make cages <2/2>

Enter: View thoughts and preferences. r: View relationships. y: Customize.

Spoiler (click to show/hide)

Dwarf Fortress

FPS: 103Zasit Nīrasob, "Zasit Landsboards", Countess Consort

Owned Objects:15

Holdings:

Decent Quarters

Decent Dining Room

Tomb

2 Chests

1 Cabinet

1 Weapon Rack

1 Armor Stand

Needs: Great Bedroom

Needs: Great Dining Room

Needs: Mausoleum

Needs: 3 Chests

Needs: 2 Cabinets

Needs: 2 Weapon Racks

Needs: 2 Armor Stands

Mandates:

Make crystal glass items <1/1>

Make floodgates <1/3>

Enter: View thoughts and preferences. r: View relationships. y: Customize.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 04, 2010, 03:53:04 pm**

Fortunately we have some rock crystal, the offending consort may have to be eliminated however...

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **July 05, 2010, 08:42:35 am**

Quote from: Christes on July 04, 2010, 01:08:24 pm

Well, there was also a stray giant eagle from Keldor's first turn. It's possible that got culled with the dragon, but I can't seem to locate it on the mile-long list of dead animals.

I have no idea if it's the same one - I didn't even realize it was still alive (or was it?) during Inky's Governor term, since I didn't see it



hanging around the dining room. Of course, if it was chained, it wouldn't exactly be able to...

How long to giant eagles live anyway? It should be getting pretty old, shouldn't it?

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 06, 2010, 01:29:11 am**

Quote from: Demonic Spoon on July 04, 2010, 02:17:27 am  
one giant eagle, which was gained during my turn via trading with the elves.

Title: **Re: Halltraded succession game**  
Post by: **Efithor** on **July 08, 2010, 04:27:06 pm**

I've been following Halltraded for a good long while now, so I registered on the forums and would like the next turn available. And a reuben sandwich. Extra thousand island sauce.  
  
-Efithor

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 09, 2010, 12:15:54 am**

I've added you to the list.  
I can't help with the Reuben Sandwich, but I heard we may have some stray dragon roast lying around.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 09, 2010, 12:33:41 am**

I hope you like your dragon well-done!

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 09, 2010, 02:35:26 am**

How's it going christes?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 09, 2010, 02:59:03 am**

**Journal of Ziriltharnas, Beloved Firefighter of Halltraded**

**4 Timber 316:** Today I noticed that our mining had been going very slowly for the last few days. It turns out Maggarg had walled herself in when she was trying to seal off Aria's Tomb from the floodwaters.

**15 Timber 316:** Old Halltraded has finally been cut off from the outside world. There are three connections between Old Halltraded and New Halltraded. Dwarves still regularly shuffle back and forth, but they do so underground where they cannot be interrupted.

\*\*\*

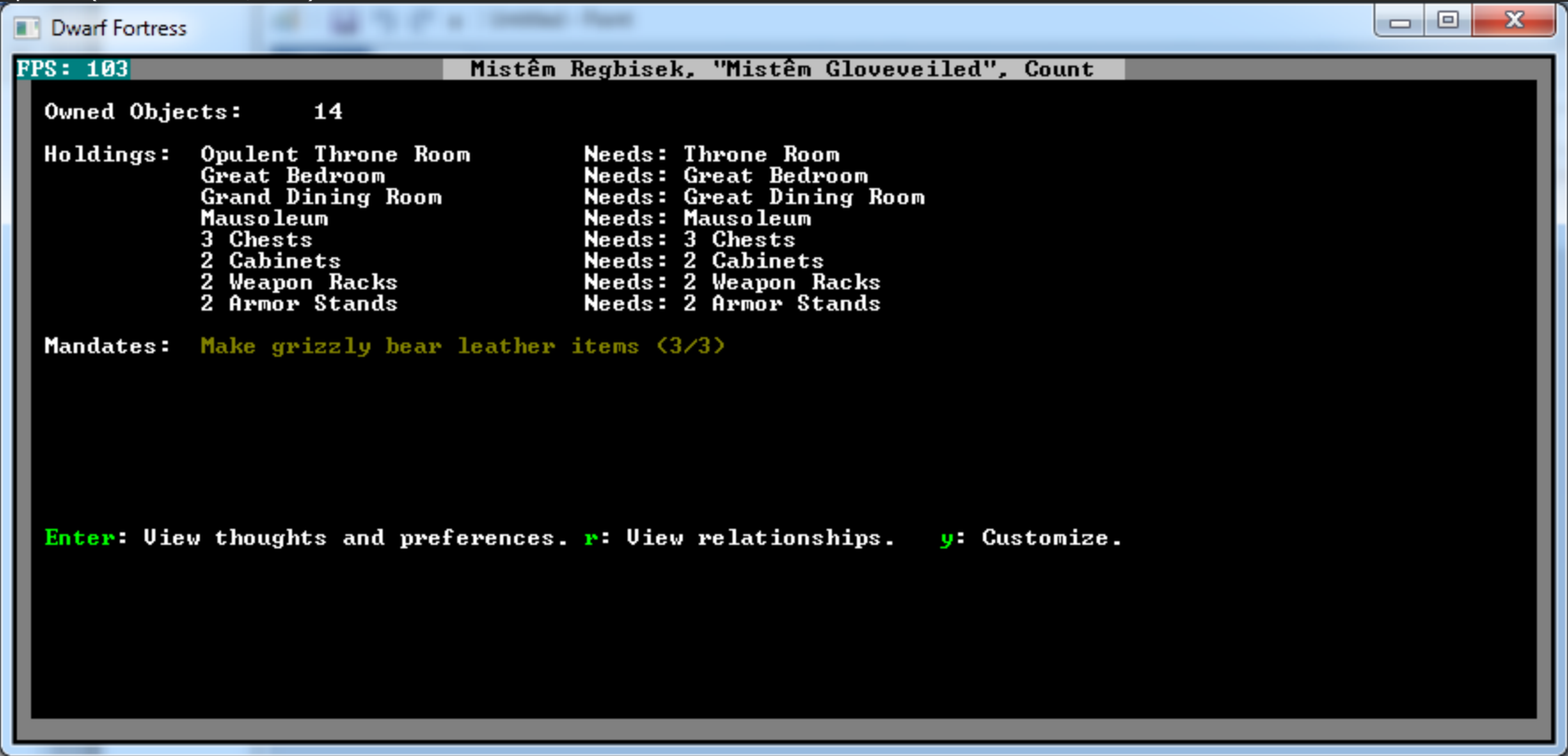
**9 Moonstone 316:** I ordered some constructed floortiles collapsed to open the new well. The old Baroness Consort took the job despite the danger. Unfortunately, she fell into the pit with her baby. They will die. And that's horrible.

**25 Moonstone 316:** Thanks largely to the work of my predecessor, almost every one of the 109 dwarves in Halltraded has their OWN INDIVIDUAL TOMB. Let's see if we can make it so everyone does.

\*\*\*

**1 Opal 316:** The count mandated what?!?

[Spoiler](#) (click to show/hide)



We have enough grizzly bear leather for perhaps one item, but not three! But worse still, the leatherworkers' guild won't let me pick which type of leather to use in items.

**13 Opal 316:** Huzzah! Everyone has their own individual tomb once again.

\*\*\*

**1 Obsidian 316:** Skeletal dear are pouring in through an incomplete construction! I ordered Momuz there ASAP.

[Spoiler](#) (click to show/hide)



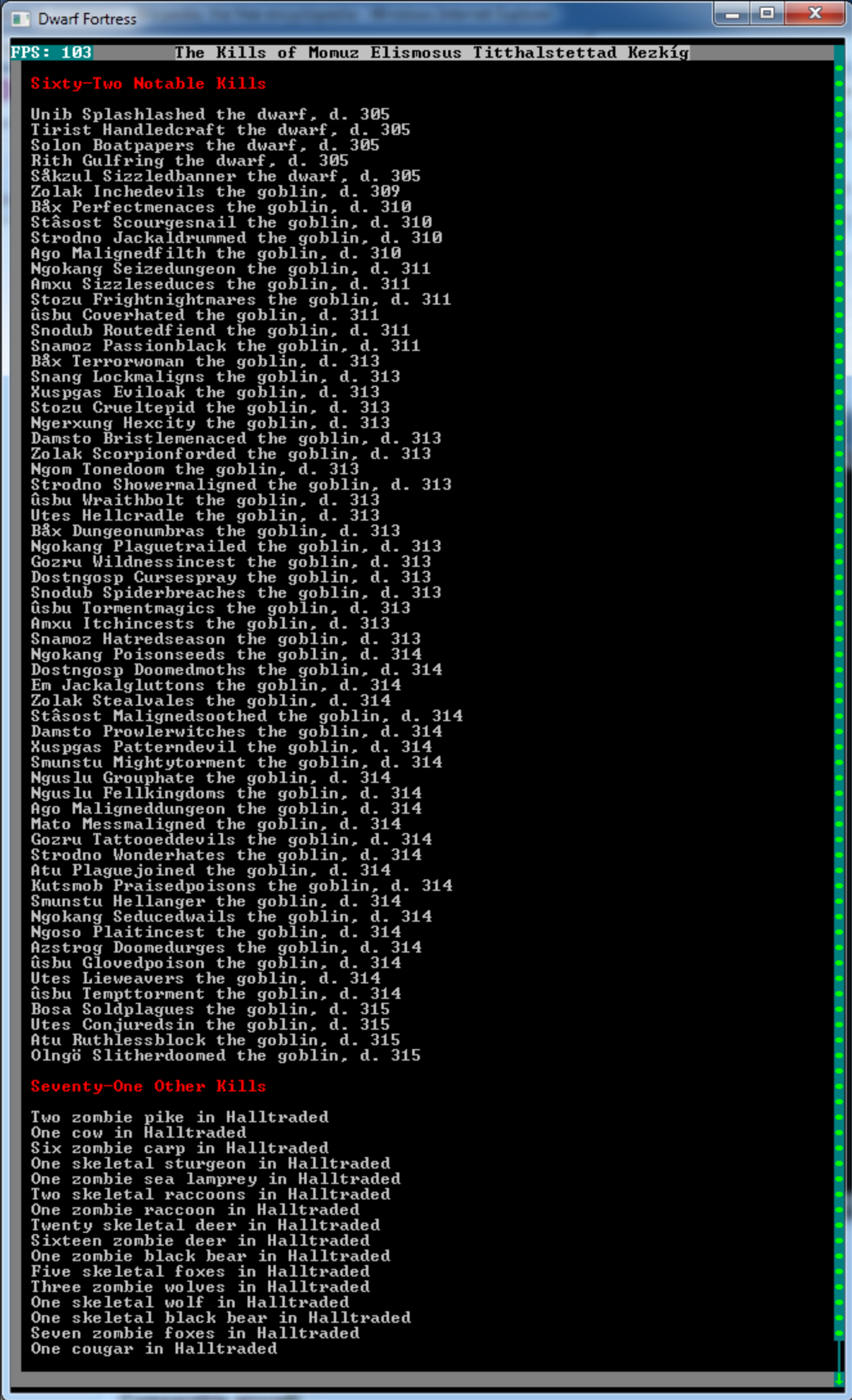
**2 Obsidian 316:** The deer are now dead. Again. At least we have a well-trained military these days.

**5 Obsidian 316::** I’ve ordered a “Hall of Heroes” dug out for champions of Halltraded. I doubt it will be finished under my watch, but hopefully good progress will be made.

**15 Obsidian 316::** Our elite squad has been given the honor they are due. The three elite champions leading Halltraded’s military have been given nice tombs. Let us spend a moment honoring their accomplishments:

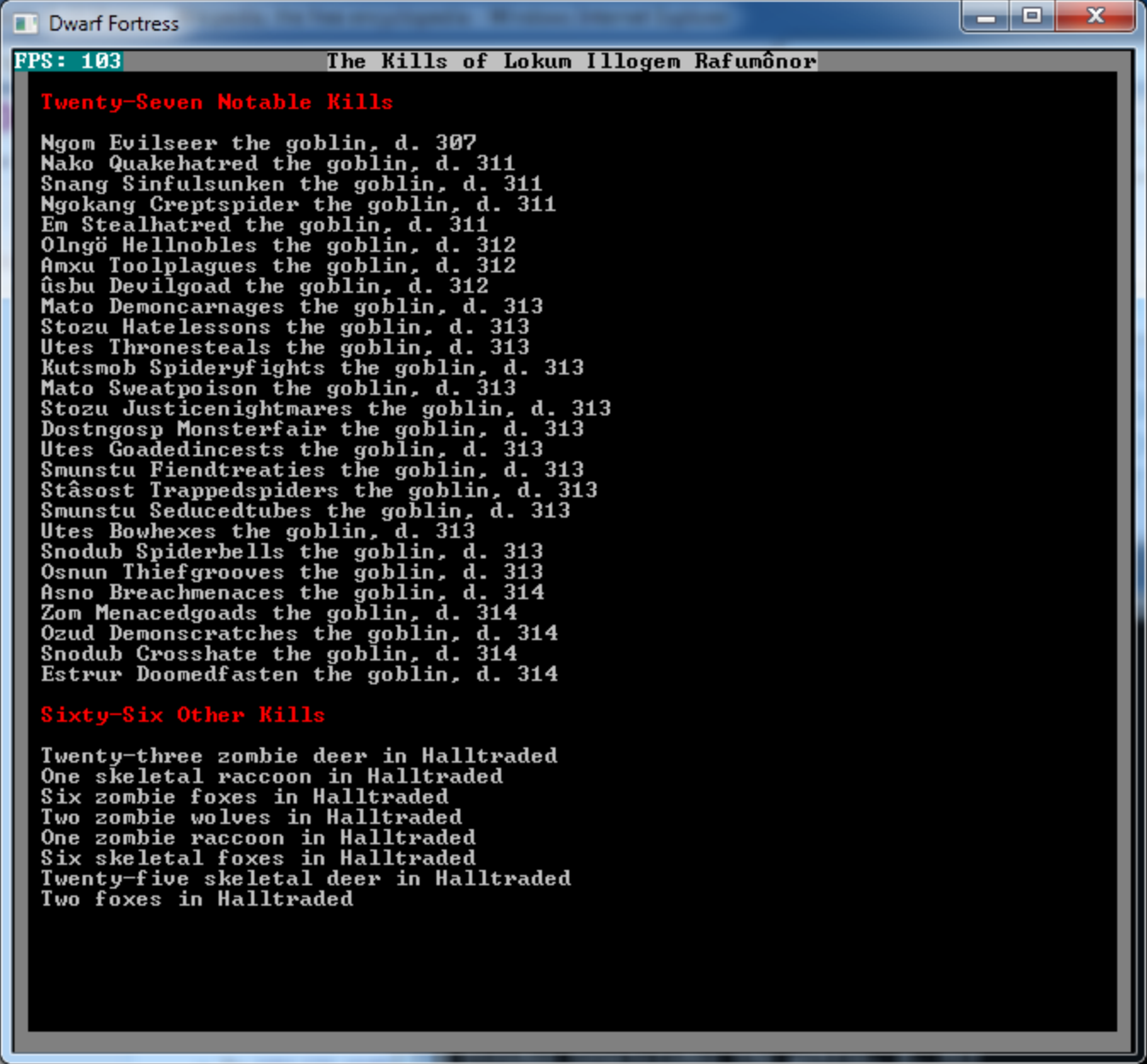
Momuz Thinnedrooms the Playful Toys of Connecting:

[Spoiler](#) (click to show/hide)



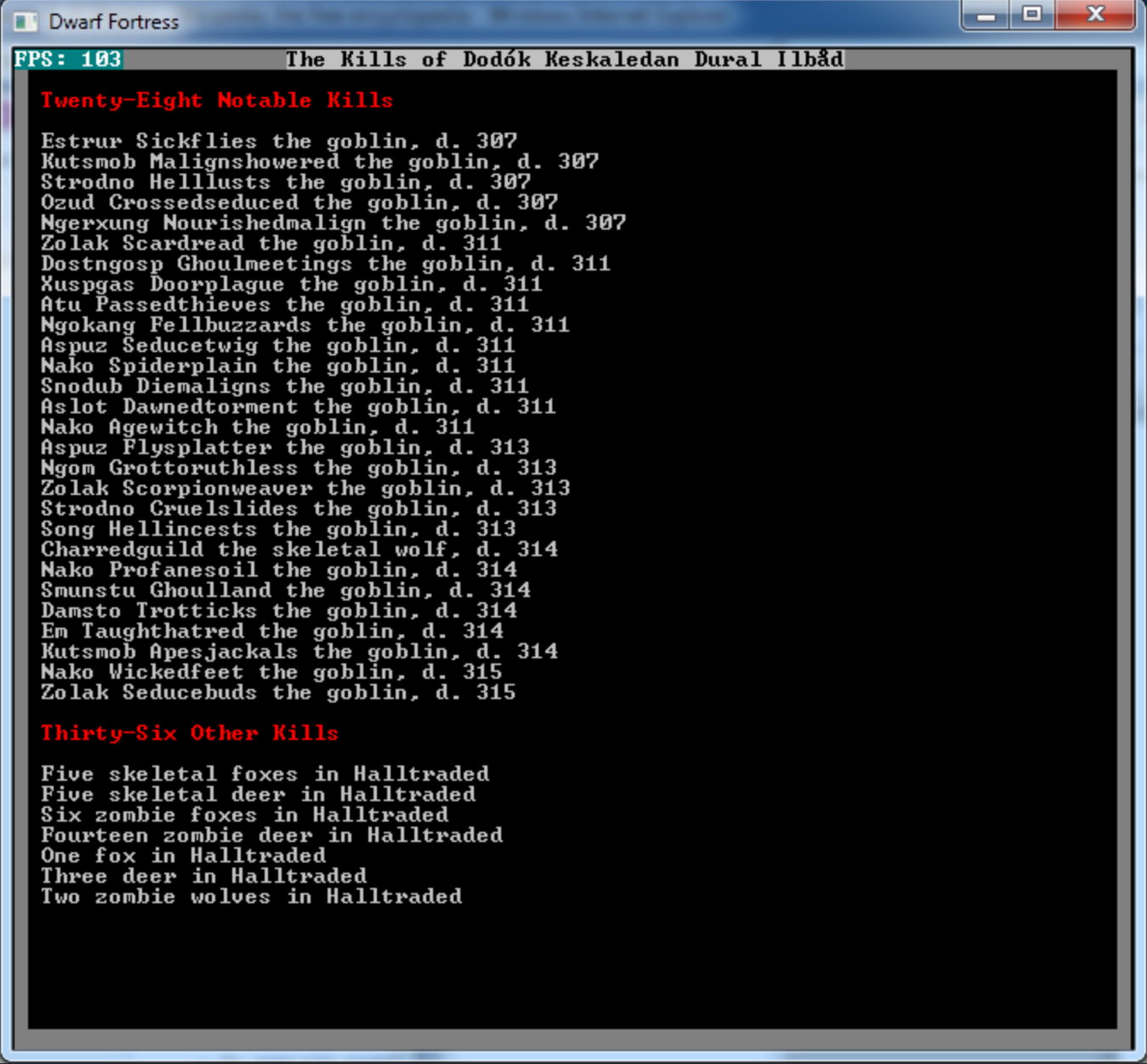
Lokum Wordspaints the Coincidental Despair:

[Spoiler](#) (click to show/hide)



Dodok Shotstirs the Honor of Guile:

[Spoiler](#) (click to show/hide)



Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 09, 2010, 03:03:33 am**

- 28 Obsidian 316:** With my time as ruler drawing to a close, I would like to leave a couple notes for the next overseer.
- Old Halltraded should now be closed off from the outside. If you find an opening, please wall it off.
  - There are three paths between Old Halltraded and New Halltraded: (These are marked on the map)
    - One is a Skybridge.
    - One is a maze in the low levels
    - The main path is on the middle levels
  - Almost all essential services have been removed from Old Halltraded. A couple named dwarves (such as Maggart and Zekrish) still have



offices over there. I have a new section for nobles. A few new offices might fit in there. Your call.

- Dwarves still regularly shuffle goods back and forth between Old and New. This could go on for a while.

-New Halltraded now has access to the full power of the river. Axles are dropping down through the food/booze stockpiles.

Map (<http://mkv25.net/dfma/map-9110-halltraded>)  
Save (<http://dffd.wimbli.com/file.php?id=2647>)

\*\*\*\*\*

OOC: Okay, let’s talk about FPS. On my old P4 rig\*, I had a low, single-digit FPS. On the modern rig\*, I was pulling low twenties when I started, and I was pulling around thirty when I ended. The bad FPS is probably due to a number of factors. But from what I’ve read, here are five things which generally hurt FPS:

- 1) Lots of dwarves
- 2) Lots of junk lying around
- 3) Water flowing
- 4) Massed Staircases
- 5) Walled-off regions

Halltraded has ALL FIVE of these. I helped out with (2) and (4). I’d say (1) is unavoidable. If you are having FPS problems, try closing the dam to deal with (3) or breaking into New New Halltraded to deal with (5). I would only do the last one with Demonic Spoon’s permission. :P

If it's really bad, you can always do a partial year too. :)

\*

[Spoiler](#) (click to show/hide)  
P4 3.0 ghz  
3 gigs of RAM  
Geforce 7800 GS

\*\*

[Spoiler](#) (click to show/hide)  
Intel i7 930  
12 gigs of RAM  
Geforce GTX 470

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 09, 2010, 03:05:19 am**

[Quote from: Demonic Spoon on July 09, 2010, 02:35:26 am](#)  
How's it going christes?

You have good timing :)

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 09, 2010, 10:11:35 am**

Hehe, awesome, awaiting Kazinder now yes?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 09, 2010, 02:35:18 pm**

Yes, I'll send him a PM.

The decorated magma pipe is awesome, by the way. :)

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 12, 2010, 10:39:12 pm**

I actually made the mistake of engraving the floor of the magma pipe as well. Thankfully the engraver was too happy with the dining arrangements to get bent out of shape over some masterwork engravings getting burnt.

Title: **Re: Halltraded succession game**  
Post by: **Maggarg - Eater of chicke** on **July 13, 2010, 10:20:33 am**

I think Maggarg the Dwarf is the only survivor of the founding party.

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **July 13, 2010, 02:15:17 pm**

[Quote from: Christes on July 12, 2010, 10:39:12 pm](#)  
I actually made the mistake of engraving the floor of the magma pipe as well. Thankfully the engraver was too happy with the dining arrangements to get bent out of shape over some masterwork engravings getting burnt.  
How would he know? I mean does he take a tiny submersible and dive into the magma pipe every few days just to check?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 13, 2010, 11:41:22 pm**

I wouldn't know, but it *does* deface masterworks.

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **July 13, 2010, 11:56:27 pm**

Er, what?  
What I meant was, how does the engraver know that his masterwork engravings have been defaced? How do legendary dwarves know these things? Do cooks bumble about, mixing up lavish meals, and suddenly stop, frozen in their tracks, to shout "Hark! I feel a disturbance in the Force, as if a thousand legendary meals suddenly rotted"?

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 14, 2010, 12:04:02 am**

Good question, though in this case, I think its pretty clear when his engravings are covered in lava. I mean, he could see the pipe and stuff. But dwarves are sort of magical. Maybe they have a special connection with their masterworks.

Title: **Re: Halltraded succession game**  
Post by: **Keldor** on **July 14, 2010, 02:43:12 am**

Quote from: Cheddarius on July 13, 2010, 11:56:27 pm  
Do cooks bumble about, mixing up lavish meals, and suddenly stop, frozen in their tracks, to shout "Hark! I feel a disturbance in the Force, as if a thousand legendary meals suddenly rotted"?

You know, I think that may be \*exactly\* how that works... 8)

Title: **Re: Halltraded succession game**  
Post by: **LINKedup** on **July 14, 2010, 04:20:36 pm**

Just finished reading the whole story of Halltraded. Crazy stuff.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 14, 2010, 05:11:53 pm**

Congrats! You might even have a better idea of whats going on than most who have played Halltraded.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 15, 2010, 02:54:39 pm**

-Bralbaard cancels forum attendance: seeking infant-

:D

Title: **Re: Halltraded succession game**  
Post by: **Haspen** on **July 15, 2010, 03:07:31 pm**

Quote from: Bralbaard on July 15, 2010, 02:54:39 pm  
-Bralbaard cancels forum attendance: seeking infant-

:D

If I interpret this correctly...

CONGRATZ :D

Is that a dwarf or dwarfette? :D

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **July 15, 2010, 04:08:50 pm**

congratulations!

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 15, 2010, 06:39:48 pm**

Quote from: Bralbaard on July 15, 2010, 02:54:39 pm  
-Bralbaard cancels forum attendance: seeking infant-

:D

A real DF fanatic concludes from this that Bralbaard is female ::)

Anyway, congrats.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 16, 2010, 09:25:37 am**

I am male, though I fear I must admit that I shave my beard, which I guess is quite undwarvenly.

Both mother and daughter are fine, here's some more information:  
Spoiler (click to show/hide)

I will likely visit the forums infrequently for a while, but I'll certainly try and keep this thread updated, and I'll try and stay on topic :-)

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 20, 2010, 09:20:38 am**

Congratz bralbaard, I say we skip kazindir and go to gamegreen33?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 20, 2010, 09:49:13 am**

Quote from: Demonic Spoon on July 20, 2010, 09:20:38 am  
Congratz bralbaard, I say we skip kazindir and go to gamegreen33?

Yes, I'll send him a PM.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 28, 2010, 12:33:57 pm**

No response either.  
Di is next on the list.

Title: **Re: Halltraded succession game**  
Post by: **Efithor** on **July 28, 2010, 02:28:19 pm**

Good gravy, I hope we don't have a Halltraded participation famine. It wouldn't be fitting for the fort to die by lack of interest...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 28, 2010, 10:18:22 pm**

Maggarg is still on the list, as are you.

If we run out of players in August I might be able to take a slot. Failing that, I recommend Bralbaard take the last turn and put it to sleep.

Title: **Re: Halltraded succession game**  
Post by: **Heron TSG** on **July 29, 2010, 08:59:56 am**

I won't be around for the first half of August, but I'll take a turn, so that Halltraded has interest!

Title: **Re: Halltraded succession game**  
Post by: **Di** on **July 29, 2010, 10:52:13 am**

Oh noes!  
Guys you know, at first I was hoping to get my turn before June, then in the beginning of July, and now I was hoping that kazindir and gamegreen33 would finish somewhere in September.  
Sadly at the moment I don't have access to df-capable computer (in a fact, to any computer at all) for sufficient amount of time.  
So skip me until autumn.

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **July 29, 2010, 01:26:49 pm**

I wonder if there could be some sort of thing where people would say what dates/times they would be free, and have a priority, and when you need someone, you just go down the line of priority until you find someone suitable? Then, presumably, you would be able to get really quick fortresses?

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 29, 2010, 01:58:22 pm**

We've never been in a hurry with Halltraded, and despite that the game is still going. Turn deadlines and strict schedules may work for other succession games, but I guess Halltraded will move on without those, it always has :). There are still plenty of people on the list.

We'll move on to Heyguys, I'll add Barbarossa to the list, and I'll move Di to the end of the list, I guess that will work out to be somewhere in autumn.

Quote from: Christes on July 28, 2010, 10:18:22 pm  
If we run out of players in August I might be able to take a slot. Failing that, I recommend Bralbaard take the last turn and put it to sleep.

I'll gladly take the last turn if it ever gets that far, I guess we're fine for now though. Should I add you for a new turn Christes, or are you only available for emergencies?

Also I have a horrible idea for a new succession game, it will be painfull for all involved. I however haven't played the new version much, is it stable/fun enough at this point or is it better to wait for a couple more bugfix releases?

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 29, 2010, 03:11:53 pm**

It's fun and stable enough for some playings.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 29, 2010, 05:34:38 pm**

Sure, put me down for a turn, but be aware that I am only available mid-August to mid-September.

Title: **Re: Halltraded succession game**  
Post by: **Di** on **July 30, 2010, 07:06:14 am**

Quote from: Bralbaard on July 29, 2010, 01:58:22 pm  
and I'll move DI to the end of the list, I guess that will work out to be somewhere in autumn.

Okay, but if I won't get a turn before next summer you'll have to move me down again.

Quote from: Bralbaard on July 29, 2010, 01:58:22 pm  
Also I have a horrible idea for a new succession game, it will be painfull for all involved. I however haven't played the new version much, is it stable/fun enough at this point or is it better to wait for a couple more bugfix releases?

My acquaintance with new version ended after both of my miners had shown some weird samurai-like fanaticism forgetting about sleeping, drinking and eating while they had job to be done.  
Me personally prefer older version thought this should not be common practice.

Title: **Re: Halltraded succession game**  
Post by: **Demonic Spoon** on **July 30, 2010, 07:43:47 am**

Quote from: Di on July 30, 2010, 07:06:14 am  
Quote from: Bralbaard on July 29, 2010, 01:58:22 pm  
Also I have a horrible idea for a new succession game, it will be painfull for all involved. I however haven't played the new version much, is it stable/fun enough at this point or is it better to wait for a couple more bugfix releases?  
My acquaintance with new version ended after both of my miners had shown some weird samurai-like fanaticism forgetting about sleeping, drinking and eating while they had job to be done.  
Me personally prefer older version thought this should not be common practice.



I believe that has been fixed somewhat.

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **July 30, 2010, 10:18:47 am**

In my recent turn from Skyscrapes, perhaps a few weeks ago, I experienced this. I was designating some stuff for my miners to mine out; the problem was that whenever they ran out of stuff, they would suddenly realize they hadn't eaten, slept, or drank for three months and go off to do that.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **July 31, 2010, 03:05:06 am**

Ah, so that more or less confirms my own experience with the new version. I've had a lot of crash and other bugs.

That's no problem actually as I currently won't have time to start a new game anyhow, the new family situation here means I'm struggling with a serious lack of sleep, and time :).

I'll add Christes to the list, though I fear that his turn may arive beyond his time window. I've added myself too.

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **July 31, 2010, 03:52:21 am**

I haven't had a crash on the very latest version, so it looks reasonable.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **August 05, 2010, 03:04:48 pm**

It seems nobody dares to claim leadership over this cursed place. understandable, but also quite regrettable. Cheddarius is next on the list, he's been active here recently, so I'm hoping we'll get some action soon :)

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **August 05, 2010, 09:25:17 pm**

Okay, after some fiddling around I managed to get this working with the Mayday pack, but there's two problems:  
1. It isn't compatible with any version of Dwarf Therapist. I lean on Dwarf Therapist, treasure it, love it. It keeps my fortress organized, it tells me what I need to know without having to individually check every single dwarf in the 100+ dwarves to see who's got hauling or whatever. It's convenient. Now I live in fear that some legendary dwarf will be reduced to hauling or something.  
2. I have no idea what's going on. I'm not sure how to even approach this. What needs to be done? How do I do it? What is this, what is that? How do I find what I need to find?

Title: **Re: Halltraded succession game**  
Post by: **Argonnek** on **August 05, 2010, 09:45:18 pm**

Relax, focus you mind, and take a deep breath, you can do this without external utilities as a crutch. If that doesn't work, I think 40d used Dwarf Companion (<http://df.magmawiki.com/index.php/User:Bartavelle/DwarfCompanion>) and Dwarf Manager (<http://www.bay12forums.com/smf/index.php?topic=25585.0>) before therapist came along. (It's the combination I used at least.)

Title: **Re: Halltraded succession game**  
Post by: **Efithor** on **August 05, 2010, 10:48:26 pm**

To simplify things, you should try running the fort more like a corperation, and by "corporation" I mean "downsizing", and by "downsizing" I mean "mass executions".

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **August 05, 2010, 10:54:01 pm**

#1 is a mere inconvenience. #2 is not. I have no idea what's going on, where anything is, or what I'm supposed to do...

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **August 05, 2010, 11:02:48 pm**

Quote from: Bralbaard on August 05, 2010, 03:04:48 pm  
It seems nobody dares to claim leadership over this cursed place. understandable, but also quite regrettable. Cheddarius is next on the list, he's been active here recently, so I'm hoping we'll get some action soon :)

I consider this good, actually. We're catching up now. For a while, people were waiting over a year for a turn.

Quote from: Cheddarius on August 05, 2010, 09:25:17 pm  
Okay, after some fiddling around I managed to get this working with the Mayday pack, but there's two problems:  
1. It isn't compatible with any version of Dwarf Therapist. I lean on Dwarf Therapist, treasure it, love it. It keeps my fortress organized, it tells me what I need to know without having to individually check every single dwarf in the 100+ dwarves to see who's got hauling or whatever. It's convenient. Now I live in fear that some legendary dwarf will be reduced to hauling or something.  
2. I have no idea what's going on. I'm not sure how to even approach this. What needs to be done? How do I do it? What is this, what is that? How do I find what I need to find?

1. Why are you using mayday? Doesn't DT work with regular (but old) DF?
2. Try reading past journal entries to get a clue what's going. I tihnk I figured it out mostly, so I could answer questions. If you run out of stuff to so, build something!

Title: **Re: Halltraded succession game**  
Post by: **Cheddarius** on **August 05, 2010, 11:08:19 pm**

Quote from: Christes on August 05, 2010, 11:02:48 pm  
1. Why are you using mayday? Doesn't DT work with regular (but old) DF?

Looks nicer.

Quote from: Christes on August 05, 2010, 11:02:48 pm  
2. Try reading past journal entries to get a clue what's going. I tihnk I figured it out mostly, so I could answer questions. If you run out of stuff to so, build something!

All right. I'm still not sure where anything is though.



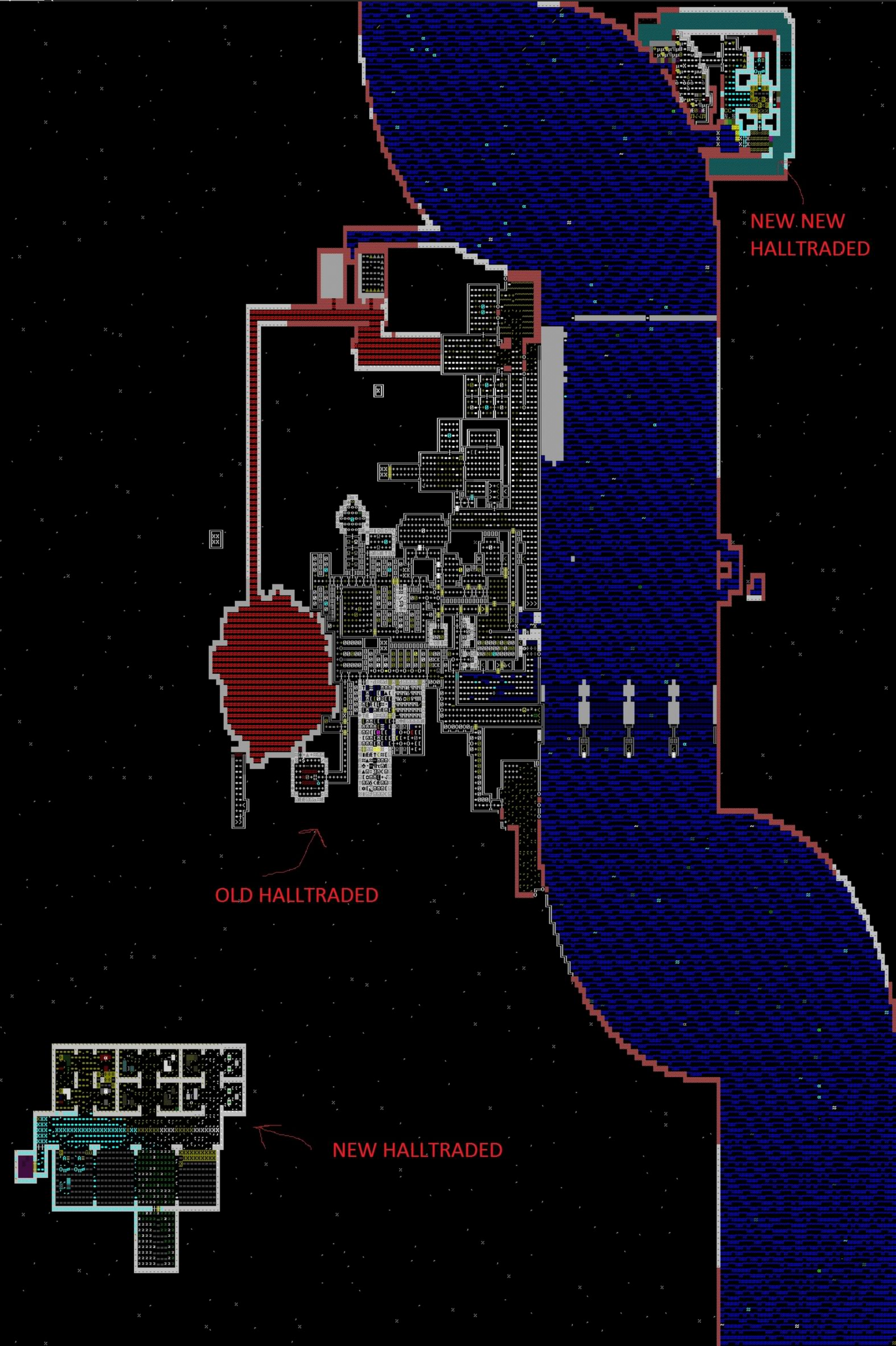
Like what? The "main fort" is in the bottom left. You should find everything you need there.

There is a sealed-off villa in the northeast. Feel free to ignore that.

The huge fort that is sealed-off from the outside (but connected to the South-East fort underground) was where everything used to be. There are still a couple offices and stockpiles in there.

edit: Here's a map I posted. You want to deal with "New Halltraded". "New New Halltraded" is the villa I mentioned, and "Old Halltraded" is the old fort that I mentioned.

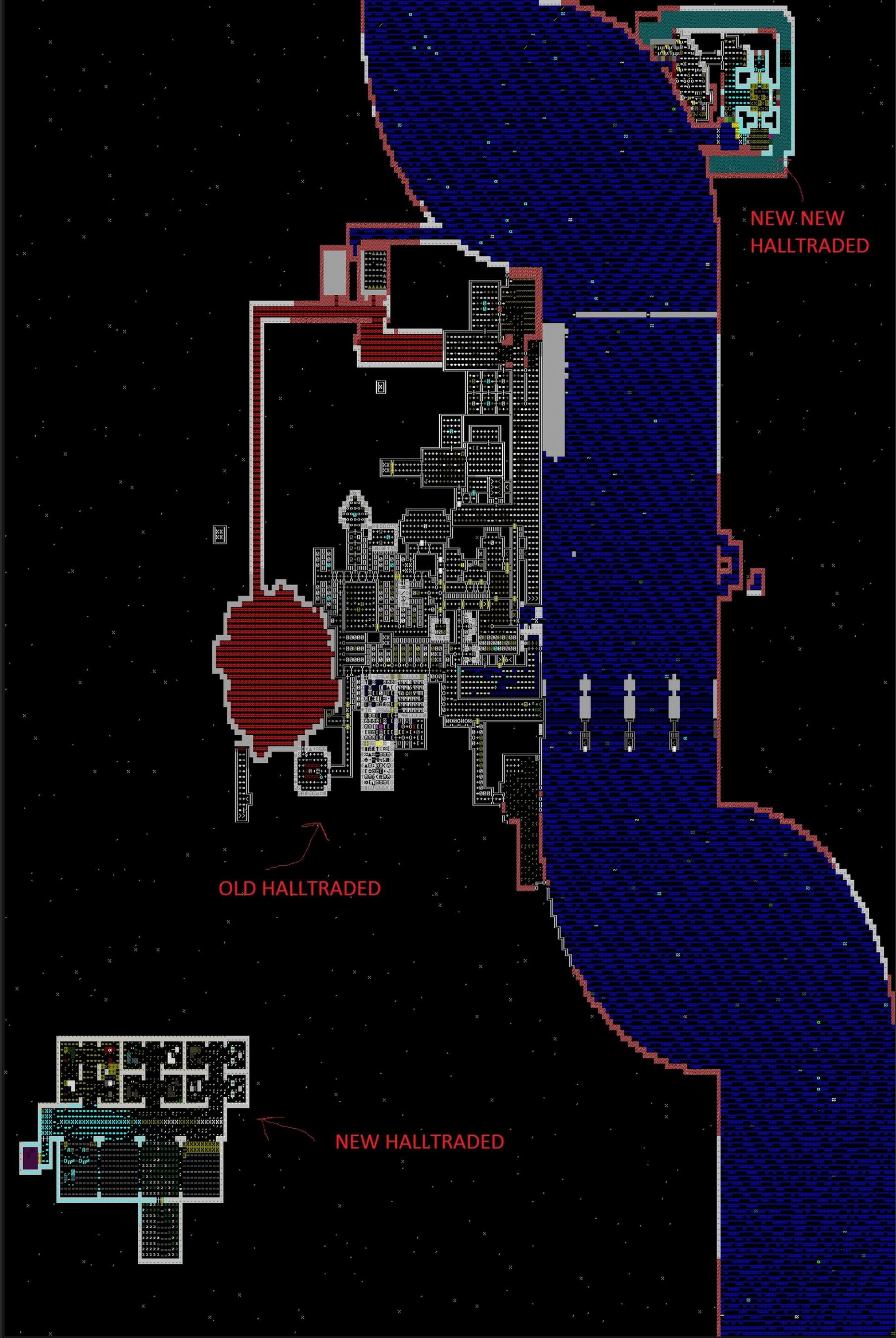
[Spoiler](#) (click to show/hide)











The coffin filled complex near the magma pipe is old halltraded. If I recall correctly, there may be a few active offices and stuff there, but it should be mostly abandoned.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 07, 2010, 04:05:59 pm**

Uh.  
Old Halltraded and New Halltraded are connected... that's probably why everyone is walking around in there. Am I supposed to wall it off?

All I've done so far is try to designate some stone to be hauled into garbage dumps to make things cleaner. I'll try to map out the fortress and see what else needs work.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Haspen** on **August 07, 2010, 04:27:42 pm**



Wait, wait.

How many Halltrade'd... Halltrades...

How many Halltraded incarnations are there? Old, New, New New and something else?

Is ther any piece of map that hasn't been terraformed? The other side of the river?

Is there any sign or something telling where everything is?

I applaud to people who play it and are able to understand how Halltraded's work.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 07, 2010, 05:03:19 pm**

I reorganized the workshops. There weren't very many in New Halltraded, so I carved out room for more. I tore down duplicates that weren't really necessary (for example, I doubted that we'd need two tanneries, neither of which was in use). I built a ballista and I am planning a small catapult bank to train up siege operators. There was a siege, but the military absolutely slaughtered them. No injuries whatsoever. An elven caravan came. I don't know what to trade them, but we have a lot of prepared food so I guess that will work. Maybe some clothing and armor from the goblins, too... I'll tell the crafts dwarves to churn out some mugs for next season.

Actually they didn't have anything good, really, so I just seized some plants and drinks. It's not like we need them, but they brought a lot of cloth so I wanted to teach them a lesson...  
Hmm. Maybe we should kill them.

**Kill the elven caravan for giggles? Y/N**  
**Also. Suggestions on method are welcome. I was thinking get everyone inside and then just raise the bridge...**

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 07, 2010, 05:25:43 pm**

Quote from: Cheddarius on August 07, 2010, 04:05:59 pm  
Uh.  
Old Halltraded and New Halltraded are connected... that's probably why everyone is walking around in there. Am I supposed to wall it off?  
All I've done so far is try to designate some stone to be hauled into garbage dumps to make things cleaner. I'll try to map out the fortress and see what else needs work.

I made connections underground, so that dwarves would stop walking overland and getting chased by undead wildlife. Since Old Halltraded is being used for burial purposes at the moment, you might want to leave them connected so any new deaths can be placed there. However, all efforts to remove non-burial stuff from Old Halltraded will be applauded.

Quote from: Cheddarius on August 07, 2010, 05:03:19 pm  
I reorganized the workshops. There weren't very many in New Halltraded, so I carved out room for more. I tore down duplicates that weren't really necessary (for example, I doubted that we'd need two tanneries, neither of which was in use). I built a ballista and I am planning a small catapult bank to train up siege operators. There was a siege, but the military absolutely slaughtered them. No injuries whatsoever. An elven caravan came. I don't know what to trade them, but we have a lot of prepared food so I guess that will work. Maybe some clothing and armor from the goblins, too... I'll tell the crafts dwarves to churn out some mugs for next season.  
Actually they didn't have anything good, really, so I just seized some plants and drinks. It's not like we need them, but they brought a lot of cloth so I wanted to teach them a lesson...  
Hmm. Maybe we should kill them.  
**Kill the elven caravan for giggles? Y/N**  
**Also. Suggestions on method are welcome. I was thinking get everyone inside and then just raise the bridge...**

I would never kill elves, but go ahead if you like. It might make things for interesting.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 07, 2010, 05:32:22 pm**

Quote from: Christes on August 07, 2010, 05:25:43 pm  
I made connections underground, so that dwarves would stop walking overland and getting chased by undead wildlife. Since Old Halltraded is being used for burial purposes at the moment, you might want to leave them connected so any new deaths can be placed there. However, all efforts to remove non-burial stuff from Old Halltraded will be applauded.

Ah, I see. Thanks.

Quote from: Christes on August 07, 2010, 05:25:43 pm  
I would never kill elves, but go ahead if you like. It might make things for interesting.  
You elf-loving scum.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 07, 2010, 11:49:33 pm**

Elves got away while I was doing something else. Oh well.  
A few ambushes came, but I killed them.  
I got the catapult banks set up and we're trading.

Traded a bunch of armor - mostly assorted leathers that we don't need - and crafts to the human caravan. Metal bars, lots of wood, dog cages (for war dogs or meat), plants, and cheese.

We're going to have a great haul for next season. I've sent out haulers to loot the dead goblins - that will get us several thousand in trade goods, probably. There was some zombie wildlife around but the military killed it pretty easily.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Demonic Spoon** on **August 08, 2010, 04:03:50 am**

Please don't dig out more large empty spaces, we have too many of them as it is. And the tanneries were for when I was slaughtering our entire 100+ population of tame animals.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 08, 2010, 02:01:15 pm**

They're not giant empty spaces, in total I would guess I carved out 9 or 10 3x3 spaces for workshops with doors (unfortunately I engraved all the spaces and now they look horrific). And a catapult bank which was maybe 5x10. Anyway, we don't need the tanneries and such any more, so I tore them down.

I forgot to mention this, but a guy got a mood and made something or other in a mechanic's workshop. He became an expert mechanic and not legendary for some reason. Maybe he got a stonemason mood or something, and then leveled to expert mechanic for an unrelated reason. A guy now has a forging mood of some sort, I'm hoping it's good.

Autumn's here.

People keep wandering out to the massive fortress in the upper-right for one reason or another. Someone should do something about that.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 08, 2010, 02:23:27 pm**

Do you mean New New Halltraded or Old Halltraded?

New New Halltraded should be sealed off. If you mean Old Halltraded, then try to find what they're doing, I guess.

Also, are you sure the guy with the mood wasn't possessed? Those don't give bonuses to stats .

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 08, 2010, 03:14:56 pm**

I think he was secretive.

Neither of the two are sealed off. There's the one that's kind of a bit northeast/north from the current fortress and connected with a tunnel (Old Halltraded I think) - people go around doing stuff in there. There's the one that's way northeast in the northeast corner of the map (New New Halltraded, I think) - people go there and do stuff too.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 08, 2010, 03:53:47 pm**

A hydra came, and a few seconds later, a siege. I sent out the army but even the champions were pretty badly injured. What do I do?

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 08, 2010, 04:48:08 pm**

Quote from: Cheddarius on August 08, 2010, 03:14:56 pm

I think he was secretive.  
Neither of the two are sealed off. There's the one that's kind of a bit northeast/north from the current fortress and connected with a tunnel (Old Halltraded I think) - people go around doing stuff in there. There's the one that's way northeast in the northeast corner of the map (New New Halltraded, I think) - people go there and do stuff too.

I definitely sealed off New New Halltraded.

<http://mkv25.net/dfma/poi-24887-walltosealofnewnewhalltraded>

AS far as champions are concerned, just make sure they get beds.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 08, 2010, 07:55:44 pm**

People keep getting in, though. I saw this hammerer go inside, chain a dude to a rope, and beat him. He got in through some pathway above the ground. A bridge a few levels above the ground, I mean.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 08, 2010, 09:23:40 pm**

There's a bridge (<http://mkv25.net/dfma/poi-24367-topbridge>) to Old Halltraded, if that's what you mean.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 09, 2010, 12:02:56 am**

Yeah, people keep going in through there. It's pretty inefficient, walking all the way across the map to do something. Meanwhile there's this military crisis. The only two guys who are actually doing anything are losing pretty badly...

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 09, 2010, 12:43:01 am**

1) Wait there's still a battle going on? Here's one solution: draft the useless dwarves and rush them. It decreases the population, and deals with the invaders at the same time. IF that fails, just seal everyone underground and enjoy the tantrum spiral.

2) If dwarves are going over that skybridge, then they are going to Old Halltraded, not New New. New New Halltraded is on the other side of the river with the magma moat.

And yay two person threads!

Title: **Re: Halltraded succession game (40d)**  
Post by: **Demonic Spoon** on **August 09, 2010, 01:31:11 am**

I'd like another turn please, also one of the older versions of dwarf therapist should work with 40d.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 09, 2010, 01:44:33 am**

Quote from: Christes on August 09, 2010, 12:43:01 am

Here's one solution: draft the useless dwarves and rush them.

Don't think that will work. It's several squads of goblins and a hydra. We have champions that completely destroyed the last siege, smashed every goblin to pieces without a single wound, and they're getting owned... the goblins will slaughter useless dwarves wholesale.

Quote from: Christes on August 09, 2010, 12:43:01 am

If dwarves are going over that skybridge, then they are going to Old Halltraded, not New New. New New Halltraded is on the other side of the river with the magma moat.

Ah. All right.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **August 09, 2010, 05:40:56 am**



Quote from: Cheddarius on August 09, 2010, 01:44:33 am  
Don't think that will work. It's several squads of goblins and a hydra. We have champions that completely destroyed the last siege, smashed every goblin to pieces without a single wound, and they're getting owned... the goblins will slaughter useless dwarves wholesale.

Interesting, I think we had only one megabeast before: the dragon that was accidently eaten, after a misunderstanding at the butchery shop.  
Wat are the current losses? dramatic events like this make for great reading, please keep us informed :)

Perhaps we could lure them into one of the unused fortresses on the map, and lock them up there :)

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 09, 2010, 02:35:16 pm**

No current losses. I've been too nervous to continue... I think my current plan is to call everyone in and raise the bridge.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **August 10, 2010, 12:24:45 am**

Ah, ok.

I'll add demonic spoon to the list.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 10, 2010, 12:59:30 am**

Right, so it turns out not that many people were injured after all. Thing is, they have a huge force of bowgoblins, but I guess only one guy got really badly injured and we took out the second squad easily. I'm hoping to cage the hydra, so I won't kill it. There's a dude who dodged into a pond, sending a miner to dig him a ramp. Many other squads, too; sending military out to kill them.  
Right, they were quite quickly dispatched, no further injuries.  
I think I should train up more people; 20 champions or so would be an army to boast of. How do I go about this?  
HAHAHA YES  
While I wasn't paying attention, we caught a hydra in our traps! Wooooooooooooooooo!

I'm trading away goblin loot. Narrow cave spider silk stuff first, since that's useless. Do you guys want to keep the narrow iron stuff for melting, or can I trade that away too?  
Do you want me to buy steel trinkets and such? Can we melt those down into usable steel? We could use some steel. This is great, goblins have so much valuable narrow clothing, we can clean these guys out.

One guy also leveled to Legendary Siege Operator, which is pretty sweet.  
There's still a really badly injured champion, he can't even move. How do I nurse him back to health? Everyone's ignoring him.

I've saved, I'm going to wait until there are some replies I guess, since this is kind of time sensitive (especially the injured champions and trading and such).

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 10, 2010, 08:47:06 am**

They *should* get to the champion eventually. Just make sure there are a number of idlers. This is the most annoying part of DF IMHO.

If there are enough trinkets to make one bar, then by all means get them and melt them. If we are low on iron, keep the goblin iron junk. Otherise don't bother.

Edit: Who is the champion? Bim?

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 10, 2010, 12:52:05 pm**

I traded all our narrow clothes and mugs to them for all the food, drink, metal, and gems they had (as those are really cheap and also useful), as well as a fortune in steel and iron goods to melt down. But they had too many high-quality things, we simply couldn't buy them out. In the end we gave them 40k of goods for 32k, probably 30k of meltable steel and iron trinkets/armor/weapons.

You're right, somebody took him in. The champion, I mean. I'll check on him...  
Hmm. Okay, here are the wounds.  
Mafol Nethfikod has his right eye lopped off, a lightly hurt brain, and a broken left lower leg.  
Momuz Elismosus has a moderately wounded neck.  
Ezum Oslanroder has a moderately wounded upper spine and a mangled left upper arm.  
There is nobody in the military named Bim, neither has anyone named Bim died in the last several pages of announcements.

I have removed everything but Health Care on three workers, as most of the fortress is occupied raking in the phat lewt from the siege.

Title: **Re: Halltraded succession game**  
Post by: **Bralbaard** on **August 10, 2010, 01:39:49 pm**

Quote  
There is nobody in the military named Bim, neither has anyone named Bim died in the last several pages of announcements.

Bim Nuttabbey "the North Healer of Charm" died years ago, on my watch:

Quote from: Bralbaard on October 11, 2009, 02:57:49 pm  
..... leaving the front door wide open. The military quickly rushes in to kill the goblins, and a quick victory is achieved. All dwarves are cheering and yelling and all eyes go towards Bim Nuttabey the North healer of Charm, leader of the halltraded military, known for singlehandedly killing 32 goblins, Beancities the skeletal carp, and 48 other undead horrors. By tradition he will give one of his famous victory speeches. The shock is great, when Bim suddenly collapses, clutching his chest. All nearby dwarves rush to his aid, but their fearsome captain has taken a goblin arrow in his heart, and can not be saved. Halltraded will mourn his passing, and the passing of its former leader Robin.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 10, 2010, 03:39:28 pm**

Another siege. We defeated them, but poor champion Momuz was tragically killed.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 10, 2010, 05:07:23 pm**

Ah, I had forgotten that Bim was dead. Bim and Momuz were the epic champions in my previous turn.

In fact, I might have been thinking abot Momuz Thinnedrooms the Playful Taxes of Connecting. I see he died.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 11, 2010, 01:24:11 am**

Well, by buying a few dogs and not culling them, I've managed to train up 10 war dogs. Pretty good... we might want to chain them up near the edges of the map, or something like that. I can't assign them to our military, since they're all champions and the screen just says that they need not work.

Spring has come. We need to build up our military (war dogs should be useful as meatshields for the recruits) and haul in all the insane goblin loot for trading. We should also train up an armorsmith/weaponsmith and make a bunch of masterwork steel stuff for the military. Also wall off a path so that the only way to get to the fortress is to go through this 3-wide path (preferably make it winding and fill it with a thousand cage traps) and absolutely spam masterwork steel ballista bolts to skewer any invaders.

Save (<http://dffd.wimbli.com/file.php?id=2930>)

Title: **Re: Halltraded succession game (40d)**  
Post by: **Maggarg - Eater of chicke** on **August 11, 2010, 08:20:17 am**

Considering that my computer is a half-decade old ruin, this could take a while.  
Out of interest, which halltraded should I clear out and wall off?

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **August 11, 2010, 08:48:38 am**

Quote from: Maggarg - Eater of chicke on August 11, 2010, 08:20:17 am

Out of interest, which halltraded should I clear out and wall off?

I'd recommend to wall off north-eastern villa, clear fortress in the middle and develop south-eastern one, but of course you can define your own order. ;)

Maybe we should make some kind of prearranged battlefields.  
For example in places where military usually engages goblins we could build one tile walls in checked order, to protect our warriors from arrows until they get near ranged enemies.  
And of course the closer to trade depot (or at magma pipe) the better.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Maggarg - Eater of chicke** on **August 11, 2010, 09:20:12 am**

2 fps.  
I'm a patient man, but that really is unbearable. I'm not happy about this, but you'll have to skip me.  
You might want to try totally clearing out the old fortress, including fixtures. Walling it up might help as well.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 11, 2010, 09:29:07 am**

Quote from: Cheddarius on August 11, 2010, 01:24:11 am

Well, by buying a few dogs and not culling them, I've managed to train up 10 war dogs. Pretty good... we might want to chain them up near the edges of the map, or something like that. I can't assign them to our military, since they're all champions and the screen just says that they need not work.

Spring has come. We need to build up our military (war dogs should be useful as meatshields for the recruits) and haul in all the insane goblin loot for trading. We should also train up an armorsmith/weaponsmith and make a bunch of masterwork steel stuff for the military. Also wall off a path so that the only way to get to the fortress is to go through this 3-wide path (preferably make it winding and fill it with a thousand cage traps) and absolutely spam masterwork steel ballista bolts to skewer any invaders.

Save (<http://dffd.wimbli.com/file.php?id=2930>)

Could you (or someone else, for that matter) upload a map?

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **August 11, 2010, 12:34:56 pm**

Quote from: Maggarg - Eater of chicke on August 11, 2010, 09:20:12 am

2 fps....

It seems like improving fps should be high priority for the next couple of players. How is the number of animals, have they repopulated?

I've send Efithor a PM

Quote from: Cheddarius on August 11, 2010, 01:24:11 am

Spring has come. We need to build up our military (war dogs should be useful as meatshields for the recruits) and haul in all the insane goblin loot for trading. We should also train up an armorsmith/weaponsmith and make a bunch of masterwork steel stuff for the military. Also wall off a path so that the only way to get to the fortress is to go through this 3-wide path (preferably make it winding and fill it with a thousand cage traps) and absolutely spam masterwork steel ballista bolts to skewer any invaders.

To keep sieges interesting I wouldn't use too many cage traps. Siege engines are great of course, can't have too many of those :) .

Title: **Re: Halltraded succession game (40d)**  
Post by: **Cheddarius** on **August 11, 2010, 01:08:17 pm**

I've butchered most of them, there are only 20 or so, maybe half are war dogs that we need.

Title: **Re: Halltraded succession game (40d)**  
Post by: **helf** on **August 11, 2010, 08:15:24 pm**

maggarg, what cpu are you running on? :o

Title: **Re: Halltraded succession game (40d)**  
Post by: **Maggarg - Eater of chicke** on **August 12, 2010, 10:20:27 am**

I think it's a 2.4ghz P4. I don't think it helps that my RAM is basically fried.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 12, 2010, 10:46:14 am**

Quote from: Maggarg - Eater of chicke on August 12, 2010, 10:20:27 am

I think it's a 2.4ghz P4. I don't think it helps that my RAM is basically fried.

Err, that would be your problem. My old CPU was a faster P4 and it was getting 6 FPS. RAM is helpful too, I guess.

Maybe we should add a warning somewhere about the slow speed?

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **August 12, 2010, 01:26:49 pm**

Hmm these problems are probably not unusual for a nearly 20 year old fortress, but I'll add a warning to the OP:

Quote from: Bralbaard on August 03, 2008, 04:11:05 am

A small warning: The fortress has grown into a complicated mess of mechanics, axles, magma channels, abandoned areas and aquaducts, and may run slowly on older machines.

Title: **Re: Halltraded succession game (40d)**  
Post by: **helf** on **August 12, 2010, 02:05:45 pm**

Quote from: Maggarg - Eater of chicke on August 12, 2010, 10:20:27 am

I think it's a 2.4ghz P4. I don't think it helps that my RAM is basically fried.

I dunno if you'd want to attempt it, but if you have the 2.4ghz P4 with the 400mhz fsb, you can make it run at ~3.2ghz with a really simple pin hack. If you have a system that doesn't allow soft overclocking, you can either remove completely or isolate one of the BSEL pins with finger nail polish and force a 533mhz fsb. I did it recently with an old p4 I had to make it more usable for a friend. Went from 1.6ghz to 2.12ghz :)

This thread should have hte info you'll need - <http://forums.anandtech.com/showthread.php?t=1535006>

Title: **Re: Halltraded succession game (40d)**  
Post by: **Demonic Spoon** on **August 13, 2010, 07:52:56 am**

Also, have you tried turning off stuff like weather and temperature?

Title: **Re: Halltraded succession game (40d)**  
Post by: **Efithor** on **August 15, 2010, 12:04:43 pm**

Sorry about the Delay, I'll get started ASAP!

-Efithor

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 15, 2010, 06:02:01 pm**

What's the FPS looking like?

Could we also get an upload of the latest map? I would do it here, but I'm on my laptop at the moment.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Heron TSG** on **August 16, 2010, 12:21:29 am**

I'll take a crack at it. Throw me on the list!

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **August 16, 2010, 09:23:41 am**

Quote from: Barbarossa the Seal God on August 16, 2010, 12:21:29 am

I'll take a crack at it. Throw me on the list!

You are already on the list, next in line actually.  
Anyhow, good to know you're still interested :D.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Heron TSG** on **August 16, 2010, 09:28:05 am**

Oh, right.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 16, 2010, 11:14:48 am**

That was less than a month ago, too. Heh. Halltraded is catching up.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Demonic Spoon** on **August 18, 2010, 07:40:58 am**

Progress report efifthor?

Title: **Re: Halltraded succession game (40d)**  
Post by: **Maggarg - Eater of chicke** on **August 18, 2010, 11:49:43 am**

I used to have a 3.4 ghz P4, but that broke and I had to replace it with the original processor.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Efithor** on **August 18, 2010, 07:59:06 pm**



Expect completion Sunday.

-Efithor

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **August 23, 2010, 12:45:48 pm**

Any news? (Not necessarily the entire year with savegame, but an update would be nice :) )

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **August 26, 2010, 03:48:14 pm**

Observe that Efithor did not specify *which* Sunday. Tricky, tricky.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Canalan** on **August 27, 2010, 12:16:37 pm**

Oh, hell, sign me on. Time to get me a piece of DF history.  
I am so glad this runs on 40d. Oh, can someone name a dwarf after me? Preferably an engineer, but crossbowdorf is ok too.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **August 28, 2010, 06:06:28 am**

I've added you to the list.

Also, I've send Efithor a PM a few days back but I haven't heard anything, if we don't hear anything before thursday, we'll have to skip him :(

Title: **Re: Halltraded succession game (40d)**  
Post by: **Canalan** on **August 30, 2010, 10:58:58 am**

I really want this to not die, so bump.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **September 02, 2010, 02:28:01 pm**

It's Barbarossa's turn!

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 03, 2010, 02:10:09 pm**

You know I've checked fps again and results are regretable. Still 10 fps.  
So Barbarossa it up to you now to improve that.  
Just don't touch the river it has almost recovered its flow.

Also, which one of you did this?  
[Spoiler](#) (click to show/hide)

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **September 03, 2010, 02:31:42 pm**

\*whistles innocently\*

I believe we are also still waiting on the last map.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **September 05, 2010, 04:45:08 am**

Barbarossa has no time, the turn moves on to Di.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 06, 2010, 09:21:41 am**

Got it.  
I'll see what I can do.

Expect something on Sunday. Game is going something around 10 fps.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **September 09, 2010, 01:41:13 pm**

I've uploaded the latest map at:  
<http://mkv25.net/dfma/map-9537-halltraded>  
Feel free to add points of interest.

The save runs at ~15fps on my machine.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 12, 2010, 11:08:41 am**

All right guys, here you are. It's still 20th of Granite but I have much to say.  
(I'd like to note that since we skiped Efithor, Maggag's attempt was right before mine.)

Prologue.  
Leader once more.

Despite the finest spring weather the former leader and honorary citizen of Halltraded was consumed by gloomy thoughts, once again she felt that city needed her, but this time she was unable to bear the burden of responsibility. During her superdwarvenly harsh and quite

a long for a pioneer dwarf, she got used to push forward despite any obstacles. No skeletal monster, no ravaging friends, no dump stones, nothing could force her to give up. However, this time it was just too much to handle, it was like the space-time continuum itself had risen against her, every her move, even her mind were stalling like in the swamp.  
Maggag just gave it up, when dozens of dwarwes were looking at her with hope in their eyes, she just turned back. Sorry.

That were the thoughts in the head of the last founder of Halltraded. She was so deep in her thoughts, that she didn't notice when exactly they were replaced by some new weird ideas. These weren't hers, in fact they weren't even results of somebody's mental activity. It was knowledge flashing in legendary brain like a lightning, and vanishing to nowhere after moment.  
'...there's tile with 4/7 water in the north, and 5/7 in the south, 1/7 fron southern should be moved...is there still at least 4/7 of water under any of 3 tiles of ... there's wall but I really want to get past it, maybe I should look for path again?...food stockpile 291...140 barrells..120 are full...doorffss..killll...find pathh insidee...963-5=958 powe...'  
Maggag slammed ears with hands in desperate attempt to jam all that unexpected information. But the sound drowned like scream in the storm.  
-Whats happening?! Stop it! Shut up!  
All ended as suddenly as it began. Maggag found herself lying on the ground, covered with mud from head to toes. Then she realized what must be done.  
-Quickly! Follow me! - she ordered some random dwarf who happened to be nearby, rushing toward to dam, like predatory turtle after it's prey.  
[Spoiler](#) (click to show/hide)

The changes are not always instant or easy to implement, but sometimes they are the only solution.  
Maggag had shown the path, but someone else will have to lead the city along it. She deserved some rest.

Proxy of the king.

Chapter 1.

Personal notes.  
First entry.

Dear diary, it's 20 days since I've arrived in Halltraded to resolve the red shift problem and restore homogeneity of space along with king's authority.  
Month ago king's astronomer Orodun Thenderbut had reported that images of mud covered dwarven women in not so intact clothes demanded by nobility feature chromatic distortions similar to those of moving away stars, which he observes during the night when the telescope isn't occupied by royal artists.  
He had also stated that this phenomena could be caused by the heterogeneity of time flow there.  
Number of nobles were highly concerned, though the only thing they understood is that pictures will be difficult to draw. However,if my parents weren't philosophers whom sole duty was to provide average intelligence level of mountainhomes nobility higher than that of a bunch of gremlins, I wouldn't understand a word either. Soon king got tired of nobility complains an agreed to take measures on this case. Since I was one of a few guard officers who could multiply or divide without using troops as counting beads, and my superior wasn't going to retire any soon, I was considered suitable for this mission.  
Though Thenderbut admitted that he didn't know anything about laws that make our world going, he expressed opinion that problem has something to do with calculating, and reducing the amount of complicated processes in the area should help.

Summary:  
- simplify fortress  
- never take of my armor in outdoors

Report to the mountainhomes from Di Kogsak king's attorney in the city of Halltraded.

During these three weeks I've carried out brief survey of the fortress. It's current state isn't critical, and it's inhabitants are not in danger of extinction, but as in many other huge institutions under this seeming prosperity are hidden many imperfections caused by lack of attention. And they in turn set up present situation.

Probably one of the major problems was solved by an outstanding citizen Maggag. Although this measure can have a drawback in a form of elves starting telling their stories about global warming again, but these are desperate times. River is dammed again. Because of second obsidian dam to the north, which creation I blame onto villa inhabitants, there just weren't enough water to resume undisturbed flow.

Secondly as I'm informed one of former rulers had started outdoor cleanup which is quite good idea in our case, but for some reason all bridges remained risen, and all dwarfs that were taking hauling tasks (I believe the only type of tasks used by now) were taking a long walk over the branch of skybridge and then through this bottleneck  
[Spoiler](#) (click to show/hide)  
Now all gates are shut open, should the goblins come, we have quite an army of champions.

Speaking of whom, one had shown an outstanding loyalty and devotion, standing on guard near the bed of injured leader since the last goblin attack last year.

Once astonishing monument of dwarven labor and engineering mind of previous leaders, all those mechanisms are standing useless and now it's time to reduce their numbers. I've already ordered to start deconstruction of some waterwheels.

And maybe this fact isn't connected with my primary mission but I'd like to mention not so humane treatment to captives  
[Spoiler](#) (click to show/hide)  
(all these g's in cages are dead goblins)  
and carelessness of inhabitants about safety rules, because of which this small fishy is the only one who lives in such elaborate bunker.  
[Spoiler](#) (click to show/hide)

And last but apparently not the least, the villa problem. Some philosopher who dislikes intelligent conversations and somehow happened to lead these people for some time, had not only erected all those walls to protect the ants and declared herself an empress, but had also built herself own fortress and locked up inside, leaving entrusted to her flock to sink or swim. Judging by descriptions of that fort by those who built it, she was planning to create her own civilization there. Otherwise why would she need there 31 bed against 10 dwarfs?

Sadly that's not whole story, Maggag reported to me that during her trance, she had also learned that Mosus Nakistoid, dwarf who was ought to farm for mad philosopheress, had died and decomposed a long time ago.  
[Spoiler](#) (click to show/hide)  
Now it's impossible to say for sure but it seems that she got wounded either by skeletons (she has two killed skelks on her account) in period when villa wasn't locked but Demonic Spoon had already abandoned her leadership duties or the wound that led to her death had been made by her own husband during sparring session what is rather probable considering the difference in their training or her lack of armor. After she had crawled to her bed, time has came for her children to take care of her, looks like they did their best but there isn't any buckets on the list of items which rebel philosopher had stolen from fortress, and I believe local bookkeeper couldn't make any mistakes.  
[Spoiler](#) (click to show/hide)

Why hadn't Demonic Spoon let in those dwarfs who tried to bring water from main fortress, or why legendary champion, who was forced to watch the rotting corpse of his beloved every morning, hadn't slaughtered all villa inhabitants is mystery to me. But now the dilemma is should I interfere and delay deserved end of betrayers of the crown or let six innocent children, who had already lost mother because of philosopheress arrogance, to suffer from starvation?

Report over. Glory to the crown.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Heron TSG** on **September 12, 2010, 12:24:01 pm**

Awesome! Pathing issues may be a thing of the past, at this rate!

Title: **Re: Halltraded succession game (40d)**  
Post by: **Demonic Spoon** on **September 12, 2010, 12:43:54 pm**

Wah? I died? And I'm a philosopher, I can't spar. And I'm pretty sure I did bring buckets in as well.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 12, 2010, 02:30:08 pm**

Quote from: Demonic Spoon on September 12, 2010, 12:43:54 pm  
Wah? I died? And I'm a philosopher, I can't spar. And I'm pretty sure I did bring buckets in as well.

Not yet. But dwarf that was ought to feed your villa did, and during quick survey of villa I hadn't found any. But even if there is any, that only means no one used them for some reason. At the moment there's no booze, one stack of toasts and three barrels of fat left. So what should I do? If all villa inhabitants die I'll be able to just forbid everything there, also it will slightly decrease numbers of dwarfs. On the other hand it's never too late to kill a named dorf. It'll be dramatic anytime. And lastly, philosopheress is shortened philosopher empress which I believe you agreed to be addressed.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **September 12, 2010, 03:57:57 pm**

So the villa is inhabited only by nobles, children, and a champion? interesting..

Title: **Re: Halltraded succession game (40d)**  
Post by: **Demonic Spoon** on **September 13, 2010, 06:37:21 am**

Let them out then please. I will return once I return to power.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 13, 2010, 11:13:21 am**

How many trash compactor we have? I found only one in main fortress and small one in villa.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **September 13, 2010, 12:00:41 pm**

There are at least 2 in the main fort. I made one by mistake before I realized there was already one.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 15, 2010, 06:22:50 am**

Report to the mountainhomes from procurator of Halltraded Di Kogsak.

My main mission is proceeding slowly here. Despite taken measures situation didn't improve yet. In search of the solution, I've came to knowledge that fortress holds within almost 7000 measures of stone along with several thousands of other useless junk which caravans were unable to take away. Also I've received your orders about betrayers and I am already working on them. Report over.

Di's personal notes

Dear diary, it's quite difficult to find someone I could share my thoughts here. So the first time I'm starting to write down my thoughts.

17th granite  
Elves came, good to have someone to take away that rubbish. Right after the elves goblin ambushers got here, at that moment we had lots of dwarves up there, but these folks aren't easy to kill. Maybe they're not trained fighters, but they are really good at running. Moments later our military had arrived; it's good that incident happened near our borders. Mace-wielding champions had literally thrown goblins with all their crap out of Halltraded. From the other news, mayor complained to me about not having place to do his mayor duties. I've assigned him random chair in I believe dining room, and he immediately made another demand.

24th granite  
I've failed today. I've let emotions to overcome reason. I was so glad to have possibility to push at least some of this junk to others, that I forgot how picky these douche-bags are. When I had tried to sell them some of goblins leather armor suits, they said that once it used to be a precious tree, and left depot. -Well get out of here then. And don't you dare to throw your rubbish here bastards!

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **September 15, 2010, 10:44:22 am**

Heh, and killing them would result in more junk lying around too.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 15, 2010, 11:34:56 am**

Interlude  
Slaves to arrogance

The villa inhabitants definitely knew better times. Kel Endoklisid had almost forgotten those, as well as he had almost forgotten the taste of good river spirits or taste of goblin blood splashing under his sword. For a long time he has been drinking only river water and hasn't been fighting at all. -Daddy, I wanna drink! – That was his youngest son. -You're old enough to use the well on your own. - But I don' wanna water, I want real wine! – All Kell's children inherited his booze dependence. -Me too son, me too.



- Daddy, daddy!-youngest daughter ran into dining hall.  
-What is it sunny?  
-I want to see mummy!  
-You know where she lies, sunny.  
-But I want alive mummy.  
-Me too sunny, me too.  
- Daddy I. . .Daddy!... Daddy? –Legendary champion’s numerous children poured in the hall. This was usual beginning of a day in the villa. Demonic Spoon and Zuglar as usual nobly allowed Kel to spend his time with children alone.  
But suddenly almost mature voice got through younglings twittering.  
-Father! –that was the eldest alive child of Kel. All those loses stroke him harder than others and he himself became hard. None of his siblings dared to interrupt him and grave silence fell in the room.  
-Father, I’ve heard strange noise in the farm room! It sounds like someone is digging!  
-What! Go tell Spoon and Zuglar. I’ll go check by myself.

Demonic Spoon, Dungeon Master and Kel with all his children gathered in farm right in time to hear damped voices behind the wall.  
-It’s here.  
-Are you sure?  
-Yes I am dammit! If you don’t like it you can dig yourself.  
-In a fact it was me who did all the digging.  
-Alright you two just bash through it!  
Then the wall began cracking. And moments later seven dwarves got inside villa.  
They were miners Maggag and Sarvesh Ostaralath "Burybolts", mayor Zekrish, and three champions. Demonic Spoon knew these six. But the last one she saw for the first time.  
-What the hell!-philosopher forced herself out of shock.  
The unknown dwarf stepped forward.  
-Which one of you used to be called Her Imperial Majesty Demonic Spoon, Queen of Queens, Goddess of Caves, Philosopher-Empress, Lady Supreme Absolute Ruler of Halltraded for all eternity, Keeper of the Artifacts, Protector of the People and Blackboard Monitor?  
-Err... That’s me.-Mumbled Demonic Spoon shocked that someone could name all her titles on one breath, barely gasping.  
-My name is Diameteriane es Hipotenuso Kogsak. I’m here by order of the king. He had considered your case and found you guilty of revolt attempt, insult of the queen, insult of himself and stealing of public property.  
-But...  
-Decision is decretive and cannot be appealed.  
-So you’ll put me into jail?  
-Send you into the deepest parts of the fortress away from surface, feed you and probably send someone to watch for you? No. King understands that living in such place like Halltraded is punishment already. So by living here you almost redeemed your fault. You won’t be forced to move back to Halltraded, that would create unnecessary difficulties.  
-That’s good news.  
-But your manor will be reformed. First, all workshops here will be deconstructed since you do not possess any relevant skills to use them.  
-Um. Okay.  
-Secondly all beds without an owner will be removed from here to not confuse citizens. Same will be done with barracks.  
-Wise enough.  
-Next. All stockpiles will be also removed.  
-What?! I’ll have to walk through whole fortress to get a drink?  
-Hm. We’ll leave you a well. Though that’s not all.  
-What else?  
-You’re deprived of all your self-appointed titles.  
-All of them?  
-You can keep ‘Goddess of Caves’.  
-Ah, thanks.  
-But I must warn you to never ever call yourself keeper of the blackboard. If you do, even as a joke, even when alone, you’ll be sent to deconstruct all windows in fortress.  
-But there’s magma behind most of them!  
-I see you understand the consequences.  
-But why?  
-That insults the king; this title is the one which he is most proud of.  
-Okay then.  
-And his majesty permitted me don’t investigate causes of second flooding of bunker.  
-How nice of him.

[Spoiler](#) (click to show/hide)  
-You may go now.-said Di softly and turned to dungeon master, face becoming stern again.  
- Zuglar Erithning!  
-Yes?  
-Tell me, while being here did you work as befits a dwarf.  
-Yes, yes! Of course! I was working really hard, you should see all those golden crafts I’ve created. Let me show you.-Zuglar even started gesticulate furiously.  
-There’s no need for this. King does not desire to punish you in this case. You may be free.  
-Yes, of course ... I think I should go back to the forge, or maybe I should go to city and help metalcrafters there.  
-Could you just go?  
-Oh um, okay. Just go make myself useful right? Okay, okay, understood. Don’t wo....  
-GET THE HELL OUT OF HERE!!!!  
Once dungeon master’s stomps faded away, Di took a deep breath and turned to Kel surrounded by his nestlings.  
-Kel Endoklisid.  
-Don’t hurt daddyy!!! – cried one of his daughters. And all her siblings held their breath ready to give acoustic support to sister.  
Smile appeared on procurators face.  
-Don’t worry girl. I promise I won’t.  
-Really?  
-Swear by my beard, my father’s beard, my grandfather’s beard and by the beard of my great grandfather who was living on trees back then and was doing his business on tree-huggers heads.  
Children burst out laughing. Now, when the danger of sound blast was over, Di looked at Kel and announced:  
-Kel you got reprimand and warning not to commit such mistakes anymore. You’re now assigned to squad ‘Creative Lulls’ and must immediately report to your commander.  
-Yes, sir! Er... I mean ma’am.  
[Spoiler](#) (click to show/hide)  
After all inhabitants of villa had left by one reason or another thought in truth all they left after booze, delegation examined the building itself and soon found remnants one more resident. Apparently Di wasn’t pleased with meeting.  
-Oh, crap! She must have been lying here for years! Shit, I need a drink. Someone, get her buried!  
And on saying so she wandered away, as did other authoritative dwarves leaving Sarvesh "Burybolts" to do the grim job.  
[Spoiler](#) (click to show/hide)  
[Spoiler](#) (click to show/hide)

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **September 15, 2010, 02:57:09 pm**

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Well that's one less Halltraded to worry about.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Demonic Spoon** on **September 16, 2010, 12:38:44 am**

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Heh, my time will come again. :P

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 19, 2010, 04:33:59 am**

Personal diary of procurator of Halltraded Di Kogsak.

4 Slate  
I've successfully carried out orders about the villa crisis. While I was away our legendary miner Dodok Oslansanad got possessed by unknown forces and claimed mason's workshop.

11 slate  
I've ordered unemployed farmers to take on siege operating, so that they'd destroy stone without my supervivion.  
Possessed miner started mysterious construction, considering amount of materials I won't be surprised if it turns out to be full-sized statue of an elephant.

13 slate  
While examining basement of water tower I accidentally found a pile of stone approximately 100 of standard measures, too inconvenient to haul, but happily there's magma nearby, so I've ordered to get magma to it.

14 slate  
Possessed dwarf had finished his work. He created millstone, I was hoping for elephant statue though.  
[Spoiler](#) (click to show/hide)

18 slate  
Maggag was very insistent to personally witness destruction of those damned stones, I had to use my authority as a military commander to restrict her from going to magma filled tunnel.

20 slate  
I'm beginning to feel nervous about that kitten that keeps sending me warnings about his horrible wounds every time he forgets that cats just don't have arms.  
I'm going kill that beast once.

26 slate  
Some migrants have decided to brave this terrifying place, knowing it may be their tomb. Well maybe it will, but at least they have plenty to choose from. We got mechanic, milker, peasant and engraver. And two pets.

28 slate  
Found the second trash compactor it wasn't used due to incorrect garbage zone placement, now we smash things at doubled pace.

7th felsite  
It's sad day. Aria the Overlord was struck down by the hammerer for being unable to create grizzly things mandated by count. The fact that she was our manager and record keeper and had nothing to do with that damned mandate was ignored by hammerer as usual. Nobody would really miss her, but as leader of this Armok forsaken place I'm highly irritated by loss of extremely qualified specialist who helped me to keep this place right.  
[Spoiler](#) (click to show/hide)  
[Spoiler](#) (click to show/hide)  
I'm starting investigation on subversive activities of local nobility. Hammerer who had also killed another our famous citizen 'namehere' year before will be permanently stripped of his hammer, and will carry any further punishment should the investigation reveal intentionality of these murders. As for vacancies, I've put Maggag behind the manager's table hoping that her authority of longest surviving dwarf will be useful there. Since no one had qualities required for hoardmaster job I've assigned newcomer milker at this job, at least he'll familiarize with fortress.

11th felsite  
The river had finally stabilized, its bottom part is still wet but there's no flow.

20th felsite  
I don't know whether it helps or not, but I continue my crusade against mined rock. Examining situation I found out that almost fifth part of all stone lies in our well system, the same amount lies in flooded exploratory shafts and approximately 800 lies in labyrinth of madness. Dammit this makes me really want to fill it with magma.

22th felsite  
I've ordered to move our P.A.U.S.E.'s (portative automatic ultimate stone eliminator) to areas that are too far from atom smashers.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Christes** on **September 19, 2010, 11:32:13 am**

I believe Aria was female.

You can take me off the list now.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 20, 2010, 12:28:45 am**

Oh, my mistake.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 20, 2010, 03:29:17 pm**

And here's another little bit of procurators diaries.

10th Hematite  
Humans came. Our saviors! They'll get as much crap as their horses will be able to carry.

18th Hematite  
Goblins ambushed two skeletal deer. Bones are thrown everywhere. Bastards.

19th Hematite  
Another ambush at the entrance of trade depot. Humans generously took care of them.  
Meanwhile, one of our champions engaged the first goblin squad without waiting his mate and was mortally wounded; he had almost annihilated them thought.

20th Hematite  
Finally convinced our broker that by meeting traders he will get rid of more useless junk than by carrying stone to smashers.  
That damned handless kitten had become a cat; he still didn't learn that it's okay.

28th Hematite

We’ve pushed of huge amount of those mugs and some goblin armor. Trader had almost exploded with joy from bargain; I’ve almost burst my sides with happiness that this crap won’t be here anymore.

2nd Malachite

Work on Goblin Non-polluting Overseen Magmatic Eliminator aka G.N.O.M.E. is finished, however it hasn’t been tested yet.

3rd Malachite

I’ve met countess consort on her way from ammunition stockpile, she was carrying a single iron bolt. When I asked why she said that she is fond of iron and went off.

During the investigation I’ve found out that our hammerer could have helped dr. Korsacov out of this realm, as well as many common citizen, one of them being Thikut Unamilon one of furnace operators. The poor man has both of his legs broken due to inability to create some crystal glass items.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Maggarg - Eater of chicke** on **September 21, 2010, 11:10:04 am**

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Halltraded is madness.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **September 22, 2010, 01:31:39 pm**

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Quote from: Christes on September 19, 2010, 11:32:13 am

You can take me off the list now.

Yes, feel free to apply for another turn if you have more time :-)  
I better prepare for my turn, this makes me next in line.

Quote from: Di

During the investigation I’ve found out that our hammerer could have helped dr. Korsacov out of this realm, as well as many common citizen, one of them being Thikut Unamilon one of furnace operators. The poor man has both of his legs broken due to inability to create some crystal glass items.

I understand Korsakov has had a rough time recently. He'll certainly be properly motivated when he's back in charge :P

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **September 27, 2010, 05:03:32 pm**

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Interlude  
The dish best served cold

Nistem Regbisek the count was marching impatiently towards and backwards for half an hour, the heat emitted by magma wasn’t calming him down either.

‘Who the hell that dwarf thinks she is! The king had allowed her to maintain law here, but he didn’t give her rights to command him what to do! And yet while he is admiring beautiful examples of servants aptitude for arts, some ill-bred peasant’s whelp runs into him and declares that some swelled-headed dwarf ordered him to come to newly built goblin trap for meeting. Commands him! Unprecedented effrontery! Everyone knows that if he wants a meeting with a count or even mayor, he must submit an application describing the subject of meeting and wait until noble deign to decide whether this dwarf deserves audience or not. Days or weeks, it doesn’t matter. That’s the established order that holds dwarven civilization together and it must not be forgone by anyone. Peasant or ambassador, no exceptions, no excuses!’

And so he was here, in a middle of hole to the inside of the world, awaiting this arrogant snob to unleash this rightful wrath on her. And his waiting was over.

Nistem had let her to approach at the arrow flight distance to ensure that all his reprimands will reach hammerer’s ears.

-Kivish! You are going too far! To appoint me this meeting and keep me waiting!

-Sir! I’ve came as soon as I could! - Hammerer tried to excuse, having not understood reason of his superior’s anger.

- My request?!- Exclaimed count. He was still pacing towards to disgraced hammerer to increase the volume and thus power of his telling-off, but the rest part of his faithful speech stuck in his throat.

-My request?

-Yes, sir! I was going to get some finest booze when a little child, a former baroness’s daughter I believe, had told me that you want to see me in a no time. So I’ve drank finest cup of ale and hurried here.

-You mean you didn’t demand this meeting? But who...

Count hasn’t finished saying when stone bridge beneath his feet disappeared as quickly as blink of an eye. Just like legendary mechanic disassembling mechanisms even before they stop spinning, death had took him away before scorching pain reached his mind. Count didn’t feel anything.

-Hey, you! This is governmental table; leave at once.

-Like hell it is. I’m eating here.

-Hey maybe we’ve lost hammerer but there’s still plenty of chains.

-Oh well. Take it if you want, asshole.

Watching this quarrel between Zekrish and some dwarf, Di thought the idea of assigning to mayor one of the chairs in dinning room had some drawbacks.

-Alright, everyone’s here, we can begin.-Exclaimed Zekrish, whisking cramps off his table.

-Good. So what do we know is that someone had lured count and hammerer to goblin trap, and that somehow wife of the count had figured out that her husband is in danger. She rushes to warn him but because of having drink she is too late and gets killed in trap as well.

Zekrish, Maggag you were to question citizen; have anyone told something more than “I dunno, I was hauling and a dozen of dorfs can confirm that”? – The lack of progress wasn’t making Di happy.

-Nope, they ain’t gona tell us anything. – Maggag responded.

-A single sock is more than sufficient to draw their attention from several goblin squads; it’s unlikely that those who were doing any jobs had noticed even alert following the incident.-replied Zekrish.

-And those who weren’t?

-Were deadly drunk as any respectable dwarf should have been.

-What about you Ziriltharnas? You’re chief engineer here, have you found something during G.N.O.M.E. inspection?

-Not a scratch, ma-am. All 8 mechanisms that move stone bridges are in perfect condition and it’s unlikely that this was some malfunction. Someone had pulled the trigger.

-Looks like we’ve come to a deadlock.

-Hey! And what about that girl I told you? – inquired Demonic Spoon.

-That one you believe to have seen talkin to the hammerer? Not gona work. – Maggag wasn’t so enthusiastic.

-And why is that? – Philosopher didn’t want to give up.

-We’ve questioned her; child says some elder had told her to find hammerer for him as he was going to bed. - Di hadn’t any hopes too.

-She must have remembered his name!

-Not good with kids, are ya? –Maggag gave Demonic Spoon a sardonic grin. – All they remember is loaf’n about and nockin down old floors.

-Hey they’re also useful when bringing food if you’re injured. - Ziriltharnas appended.

-She told us the name. But it isn’t of any use. – Concluded mayor.

-May I ask why?

-She said: “ Um... uh... Urist” and ran off. And despite the fact that we have only one Urist here, it’s useless. See that body on the next



table? She’s been in alcohol hibernation since elves brought sunshine. – Explained Di.

Silence fell upon the council, well except from noise of chewing and swallowing from common dwarves in Hall.

-So, gentlemen...- mayor had started and immediately cut off, being pierced by 8 eyes none of which were men’s. – Oh, I mean... I just wanted to say that this case is hopeless. May be we should just live on?  
-Hm. You weren’t so easy giveuper when pestering me with your office problem.  
-What do you mean live on?! Someone had slain three noble dwarves in cold blood and you want just to forget about this?! – Being the only noble in the council, Demonic Spoon was the only one who was rally offended by this suggestion.  
-In a fact it wasn’t necessary done in cold blood; the murderer could be ecstatic about this you know. - Zekrish tried to defend his point of view.  
-If ya cared of em so much, yo should have taken them with ya, when ya run off to your burrow.-added Maggag.  
-How dare you! They were important members of our society; they’ve taken part in forming our fortress order! Don’t you talk of them as if they were some useless crap here!  
-Honestly, if count’s wife didn’t scream so loud when she fell in magma, we wouldn’t notice their absence anytime soon.-Pointed out chief engineer.  
-Those count and countess had gotten dozens of dwarves sued, some of which had been hammered to death. We have here a hundred of suspects and all they will screen each other. All we know is that someone had pulled a lever. And it won’t tell us the name either, even in the face of deconstruction! - Mayor finished discussion.  
-And what should do other nobles?-inquired Demonic Spoon.  
-Stop mandating useless crap! -Maggag declared loud and clear.  
-I’m fed up by this! I’m going to report this to the king! - Said philosopher and went off.

After a brief pause Di had spoken.  
-Okay, you’ve pissed DS off, you may be happy now, but we still got a problem here. What am I supposed to report to the king? Zekrish, as a mayor, you have something to do with it too.  
-Um. A suicide? Maybe they’ve just jumped off the bridge?  
-Do you think remaining nobles would agree with that?  
-Well, maybe they’ll jump off the bridge too? - Interfered Maggag.  
-Maggag, no! We’re not going to throw anyone else in that pit. Except goblins.  
-And trolls, and colossi, and elves with cloth, and zombies, and skeletons, and nobles, and did I mention elves?  
-Maggag, I said cut it off! We need some less destructive solution.  
-We had already come to one such. - Ziriltharnas spoke his thoughts. - It’s fatal coincidence. You see the control lever is located right near grand dining room and main hauling route is also located nearby, so whoever can just accidentally kick it without noticing while carrying a huge boulder. And so those bridges are considered dangerous terrain and going there is forbidden. But they’re nobles they do not care about restrictions or reasoning, so they wander there and then irreparable thing happens.  
-Do you think king would accept this explanation? – Di hesitated.  
Zekrish said:  
-Why not. It’s quite probable hypothesis. Besides why should king care about them, we all know the Story. He’ll just send next here next noble who will materialize in mountainhome.  
Di sighted:  
-Ah the Story... So be it, at least it’s good to know that the installation is working.

Chapter 2  
Personal diary of Di Kogsak king’s attorney in Halltraded

9th Malachite  
All in all, humans have taken away almost 400 thousands dwarven bucks of useless junk.  
Hope they’ll make it out from here; otherwise it would be irritating to collect all that trash again.

15th Malachite  
I’ve accidentally turned on part of the old water tower, it’s now emptying it’s reservoir without draining water from the river. Once reservoir is dry we’ll be able to do cleaning there. Though, I do not hold much hope.

17th Malachite  
Merchants asked what should they bring next year. I’ve ordered the heaviest trades they had and asked them to bring just more wagons.

26th Malachite  
Traders left today it took them two weeks to pack up.  
After a long discussion human guild representative announced their demands.  
Spoiler (click to show/hide)  
Not that anyone cared but at least they’ll be happy if my successor will get rid of all those unused ammunition. Little hint, leave 1-2 bins, humans are more than capable of carrying away all that crap.

1st Galena  
No one even considered a journey to such a deathtrap. Can’t say I’m sorry.

2nd Galena  
I’ve found another monument of the past so-called noble execution room created by Blake Koris almost 20 years ago. Thought as a humble servant of the king I cannot use it in original way, now I know what is going to happen to that damned cat once.

5th Galena  
Though no one migrated here; today we got 3 more habitants; first one of our wardogs had produced 2 puppies, they’re going to grow up in cage; second the only elite wrestler produced a boy. Why do I have feeling that puppies will outlive him?

Title: **Re: Halltraded succession game (40d)**  
Post by: **Argonnek** on **September 27, 2010, 09:11:55 pm**

I can't wait to see how this turns out. GENOCIDE THE NOBLES!!!

Title: **Re: Halltraded succession game (40d)**  
Post by: **Demonic Spoon** on **September 30, 2010, 11:08:42 am**

I didn't like them anyway.

>.>

And it's beter to just cripple the hammerer but keep him alive, otherwise you'll just get a new one.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **September 30, 2010, 02:13:08 pm**

I'll be away for the next 8 days, I'm next on the list for playing a turn, so this may be delayed a bit. Not that I expect anyone here to panic if progress stalls for a couple of days, but well... you get the point.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **October 03, 2010, 10:48:46 am**

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15th Galena

Halltraded has rich history indeed. I wonder when or why all those corridors leading to nowhere and even not connected to any of the fortresses were built. Are these remnants of all those Halltradedes that were destined not to be finished?

25th Galena

Foreseeing a booze crisis I've ordered to resume farming of one of the plots.

1st Limestone

It's harvest time, snatchers have come.  
Also today is first time on my watch dungeon master made himself useful.

4th Limestone

I'm going to sell some of our residents to traders; those caged goblins have spent here too much time. I'll keep undead though.

5th Limestone

Cleanup of Labyrinth of Madness has been initiated. I've decided that it'll require unjustified amount of magma to clean the area, also fortress now features half-hundreds of idlers. Additional trash compactor has been constructed.  
[Spoiler](#) (click to show/hide)

8th Limestone

That damned handless hellspawn turned out to be the only cat in the fortress; I guess that explains his strange behavior. There weren't anyone of his kin to explain that this is how world works. Considering that this cat ~~singlehandedly~~ singlepawly protects all our food from vermin, I will treat him more gently in future.

13th Limestone

Traders have come. While carrying goblin cage to depot dwarves accidentally released those who were inside, luckily they were overseen by legendary marksdwarf. Trade depot is now quite a mess. Screw trading; I'll just compact remaining gobbos.

---

Title: **Re: Halltraded succession game (40d)**  
Post by: **Argonnek** on **October 03, 2010, 01:20:40 pm**

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If you're using magma to clean up rock, I suggest you keep a very close watch over how it flows, because stationary magma melts nothing.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **October 03, 2010, 03:28:43 pm**

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wiki says:  
Rocks left over from mining will melt if magma covers them. During the season change, all molten rock is automatically removed (at the same time as blood/vomit)

All the trash I've thrown into it was destroyed. Though since there's single magma network and probably it has flow due to a number of moving 6/7 tiles at the top of the pipe.

Nevertheless, right now I'm doing cleaning in the most inefficient way as you can see on the picture.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **October 08, 2010, 11:15:51 am**

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19th Limestone

I decided to retrieve spear, pick and some other stuff lying between dam bridges and have designated bridge to be deconstructed. The bridge had suddenly shut open and I canceled my order; oddly enough though.

20th Limestone

Due to moderate spine damage injured champion has been transferred to marskmens squad, doubling their numbers. As soon as water behind the bridge lowered it closed again by himself; even more oddly.

26th Limestone

I've ordered to sell major part of ammo reserves since there's not many of those who could use them anyway. Also I had some goblin armor sold; to be honest I've sold some dwarven armor alongside. But that should not be a problem; we have more than enough of armors and weapons to equip every dwarf in the fortress. Speaking of which I'm going to create special stockpile for weapon which is not steel or iron and should be sold off to avoid clutter. However it's too late to trade it right now.

5th Sandstone

Due to impossibility of differentiation of armor by size I'm starting procession of goblinite.  
Also I've started training of our armorer. Despite looking weird most reasonable would be using iron as we have 450 bars of it, and 10-15 of any other material.

12th Sandstone

This world has gone mad. I was informed that our herbalist has withdrawn from society. His skills are herbalism and dabbling grooving and pump operating. I can even guess what he is going to create.

15th Sandstone

Dammit we had run out of goblinite. Didn't last long. And we still have hundreds of naeeow leather armor.

17th Sandstone

The dwarf who withdrew from society has begun mysterious construction at leatherworkers workshop.

20th Sandstone

We got legendary tanner, I guess I'll forgo celebration.

17th Timber

Stone-hauling routine was interrupted by skeletal deer that somehow got through trap line to depot. Undead creature scratched one dwarf before meeting mace thus reminding the old good times.

20th Timber

I've decided to relieve Maggag from manager duties as she has many other jobs to do.

I'm glad to say that fps with the current fortress is 9-18 in comparison to stable 5 for the fort in the beginning of year. Though I'm concerned as I clearly remember getting 15 fps back then.

Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **October 11, 2010, 05:15:45 pm**

19th Limestone

I decided to retrieve spear, pick and some other stuff lying between dam bridges and have designated bridge to be deconstructed. The bridge had suddenly shut open and I canceled my order; oddly enough though.

20th Limestone

Due to moderate spine damage injured champion has been transferred to marskmen squad, doubling their numbers. As soon as water behind the bridge lowered it closed again by himself; even more oddly.

26th Limestone

I've ordered to sell major part of ammo reserves since there's not many of those who could use them anyway. Also I had some goblin armor sold; to be honest I've sold some dwarven armor alongside. But that should not be a problem; we have more than enough of armors and weapons to equip every dwarf in the fortress. Speaking of which I'm going to create special stockpile for weapon which is not steel or iron and should be sold off to avoid clutter. However it's too late to trade it right now.

5th Sandstone

Due to impossibility of differentiation of armor by size I'm starting procession of goblinite. Also I've started training of our armorer. Despite looking weird most reasonable would be using iron as we have 450 bars of it, and 10-15 of any other material.

12th Sandstone

This world has gone mad. I was informed that our herbalist has withdrawn from society. His skills are herbalism and dabbling grooving and pump operating. I can't even guess what he is going to create.

15th Sandstone

Dammit we had run out of goblinite. Didn't last long. And we still have hundreds of narrow leather armor.

17th Sandstone

The dwarf who withdrew from society has begun mysterious construction at leatherworkers workshop.

20th Sandstone

We got legendary tanner, I guess I'll forgo celebration.

17th Timber

Stone-hauling routine was interrupted by skeletal deer that somehow got through trap line to depot. Undead creature scratched one dwarf before meeting mace thus reminding the old good times.

20th Timber

I've decided to relieve Maggag from manager duties as she has many other jobs to do.

3rd Moonstone

Today G.N.O.M.E. got its first test not to account baron incident. Some pile of bones tried to get inside; about what I was informed several times by dwarves happened to be near. Device worked just as planned and foul creature was sent deep into the ground leaving no reminding about itself.

8th Moonstone

Recent incident with undead indicated that our guest entrance isn't protected enough and needs further improvements. As goblins are expected to arrive I didn't want to let our builders outside, so we had to utilize one of Demonic Spoon's formicaries, she wasn't all happy with the idea, but I assured her that watchtower will also protect ants down there, furthermore I had also ordered to fence the ladder off to restore anthill protection.

13th Moonstone

Madness labyrinth trash compactor proves to be absolutely useless; driven by the love for throwing stuff they've carried away even the stones that were right next to compactor.

15th Moonstone

Pointy eared bastards that pollute our environment and bring us useless cloth along with some iron have arrived. There's three squads of them one being right in front of watch tower. Sadly the marksman was ought to protect us went off to drink and god knows what else.

16th Moonstone

We had struck rock crystal near the pipe. Great.

17th Moonstone



Goblin eliminator launch was a tremendous success; the whole squad was eliminated in a single swipe. All goblins had landed in targeted area; perishing with all their trash. However it would be worth to build walls on each side of bridge to improve accuracy and to guide goblins straight after the baron.

18th Moonstone

It turns out I was celebrating triumph too hastily. Looks like obliterated squad was just a clever bait; while the other squad, one I wasn't reported, got to the most vulnerable dam entrance. From there they can access to the old Halltraded control room and even though water tower is emprty at the moment, there are control levers of unknown purpose; and I don't want goblins making experiments on us. All champions are moving out.

21st Moonstone

The fight commenced in tight corridors of old Halltraded where goblins could not use their numbers and had to fight almost one on one with our military which apparently didn't increase their chances. We had even found goblins legs one level below, the must've fallen through machinery shaft looks like the owner himself got exploded literally.  
Spoiler (click to show/hide)  
The other goblin though succeeded in bothering us by jumping into reservoir between the river and old well reservoir; nothing really bad but this corridor is going to be really stinky soon. There were no casualties on our side though I believe I saw one our warrior being injured but now they all look just as fine as before siege. During the control room assault goblins lost 15 soldiers in a fight (approximately, it's difficult to distinguish one goblin from another in their current state); 2 to weapon traps and 2 were taken hostages though I see no reason to keep them alive they'll get quite compact within next week.  
Spoiler (click to show/hide)  
I wish Ezum Oslanroder could enjoy this battle as well, poor man has been lying down since my arrival here; he has spine trauma but it's only minor; it seems he got some unlucky arm fracture fighting green scum year before.

13th Opal

There was cave-in during goblin eliminator upgrade; one of our legendary masons decided to start building wall in the middle of bridge and of course it collapsed; however gods are merciful to fools so he was able to stay on the bridge and evade a fiery death.

23rd Opal

Those goblins did not only stall our cleaning project but also had stunk up our fortress. Due to unknown to me reason dwarves couldn't take care of their bodies in time.

24th Opal

This is a joyful day. Kumil Esdomas has grown up. She's the only child of the baroness Ostarvabok, after her mother's death and her abandonment by her relatives she was brought up by kind-hearted Aria until recent times. Poor child, I shall appoint her to her stepmother's former post of city manager to help her stand on her feet now. However I'm afraid I don't have enough time to get her deserving room as my appointment here is ending soon.

26th Opal

One of wardogs had passed out while standing onto the weapon trap at the pipe; it's a pity. That dog served us well and even got name along with wound that finally led to its end.

5th Obsidian

Goblin crap was cleaned up. Now I can resume my current projects.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Di** on **October 12, 2010, 11:53:27 am**

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1st Granite

One year since my arrival has passed; though according to new orders from mointainhomes I must stay here to calm down noble whom king is eager to push out from the capital. However I'm relieved from leadership burden and will handle all my records to whoever will arrive to take this post.

Well, my turn is over. If there's still anyone who would dare to take control of that place it's all yours.  
Note for Maggag, now fps must be better than in the last save. Though there's still some garbage hauling commenced.

Save  
<http://dffd.wimbli.com/file.php?id=3257>

The fortress layout has changed a bit but I'd be grateful if map was uploaded by someone else.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **October 12, 2010, 02:10:56 pm**

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That makes it my turn!

Here's the map:  
<http://mkv25.net/dfma/map-9717-halltraded>  
Di, if you have any points of interest: feel free to add them to the map.

edit :  
great work on the fps, Di, I'm getting between 25-30 FPS, I only got around 15 at the start of your turn.

Also, it seems Korsakov the mad scientist has died. I'll have to search for a worthy replacement. Progress during my turn will be slow. I'm quite busy at the moment.

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Title: **Re: Halltraded succession game (40d)**  
Post by: **Bralbaard** on **October 13, 2010, 02:17:52 pm**

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It started out like a day like any other on the celestial plane. All of the greater and lesser deities were mostly minding their own business except for, as usual, the elven goddess, Alatha, and Datan the Crystalline Canyon the dwarven god. They were in the middle of one of their infamous disputes. "It is clear," Datan screamed, "that the dwarves of Halltraded have by now shown that dwarves are superior to the elven race! They have survived the fishy undead hordes, floods, fires, exploding caravans, miasma, sieges and more! No elf could rival that!" Alatha replied with a shrieking voice: "That is simply not true! My elves have survived worse: The river that feeds our forest fell dry several times, for unexplained reasons!, many young animals were unable to.."

She was unable to finish her tirade as it was then, that ARMOK, God of blood, became annoyed with the bickering of the lesser deities. He jumped from his throne, and reached the quarrelling gods in an instant, his mere presence enough to silence the inferior immortals, and

send them to their knees, shivering  
SILENCE!!! Armok thundered, THIS WILL END NOW, NO MATTER THE CONSEQUENCES!  
BOTH YOUR RACES WILL TAKE A CHALLENGE TO PROVE THEMSELVES. THE ONE THAT LOSES WILL BE DECLARED INFERIOR FOR THE REST OF TIME!  
An evil grin appeared on Armoks face, that made Datan nearly drop his mug of celestial ale, and that made Alatha burst out in tears. They now had the attention of all the Gods in the pantheon.  
ARMOK Continued: AND TO MAKE THINGS INTERESTING: EACH OF YOU WILL DECIDE ON THE CHALLENGE THE OTHER RACE HAS TO TAKE!

Datan, the dwarven god regained his composure, drank his celestial ale, laughed and spoke. This is an easy task: I know of a challenge that will expose the Treehuggers for the wimpy creatures they are! The Elves are to found a city deep under the cursed mountains of the Aching Teeth! The site is miles underground, there will be no sunlight, no prancing unicorns, and no trees to hug. Just magma, rock and raw adamantine. Only a worthy race can brave those conditions!  
The elven goddess who already was badly shaken by Armoks speech, became even more pale when she heard of the plight her people would have to take. But then, suddenly, an evil smile crossed her face, and she looked up at Datan.  
She spoke slowly, her gaze never left the dwarven God: I will be gentle on the dwarves, my people will prove their superiority, even if the task for the dwarves will be simple. The dwarves of Halltraded, the ones you feel are the finest of your race, will have to complete this easy task: They are free to do whatever they wish, continue doing what they have always done. There will be just one simple 'change'... She paused for dramatic effect, then whispered, the smile never leaving her face: they have to do this without drinking a drop of alcohol...

The lesser deities where allowed to retreat, both with worried expressions, and unsure about what had they had just agreed to. Datan fought the urge to take another sip from his ale, Alatha still fought her tears.  
ARMOK settled on his throne, satisfied. Not only had the agreement put an end to the annoying dispute, but misery, horror and bloodshed seemed to be guaranteed on both ends of the deal.

Nobody knows what happened to the elves, but the story of Halltraded is continued below:

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1st Granite 319: Halltraded was in a state of utter disorder. Every dwarf in the fortress had woken up simultaneously from the most horrible nightmare imaginable. They had all had the same dream, in which Datan the Crystalline Canyon came down from the heavens to declare that the Dwarfs of Halltraded where to only drink water from on, and not a drop of alcohol. The dream seemed unnervingly real too, except for the trumpets that had sounded somewhat cheap and fake. Most of the dwarfes were now above ground, afraid to go back down to the dormitories to resume their sleep.

Maggarg was the first to snap out of it. "You are not taking this no alcohol thing seriously, are you?" "I've never heard something quite so ridiculous, in fact the whole idea makes me thirsty" "I'd say we should all get ourselves a drink and go back to sleep!" She pulled a flask of sewer brew from under her beard and brought it to her mouth  
Before she was able to take a sip, a bolt of lightning crashed from the sky, incinerating a glumprong tree about 15 metres from the band of dwarves. The shock-wave, and loud thunder threw the dwarves to the ground, the bright flash blinding them, as they were badly addapted to daylight to begin with. They were showered with debris and burning splinters.

Slightly shaken, Maggarg looked up at the clear blue sky, "Just a coincidence" she claimed, surely the gods can't be so cruel as to deny us our alcoholic... At this point the hairs in Maggarg's neck started to stand on end, she could clearly sense the build-up of static electricity. All other dwarves started to run away from her... "ehmm... No, I mean, water will be perfectly fine" she continued "I... I was just going to suggest that the first thing I am going to do is visit the well! It has been far too long since I've drank some of that wonderful... water. It definitely can't be as bad as everyone says it is"

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **October 13, 2010, 03:23:53 pm**

Umm... Sobery Death... The brand new way to finish off fortress.  
You could also atom smash or incinerate booze to reduce cpu burden. ;D

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Argonnek** on **October 13, 2010, 07:11:12 pm**

Actually, the challenge the elves had to undertake sounds pretty interesting. It'd make a decent, and very, very, hilarious, story if someone was willing to write it.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **October 14, 2010, 01:07:04 am**

Pretty much everything in DF would be a hilarious story if someone was willing to write about it.  
Maybe we should make another game of it later.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Demonic Spoon** on **October 14, 2010, 07:55:29 am**

Yarr, it be time to turn our back upon the gods that would deny us our holy brews. Lightning can't strike underground...hopefully.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 14, 2010, 12:58:28 pm**

Quote from: Di on October 13, 2010, 03:23:53 pm  
Umm... Sobery Death... The brand new way to finish off fortress.  
You could also atom smash or incinerate booze to reduce cpu burden. ;D

Yes, we have about as much booze as we have rocks. I do intend to keep working on the FPS.

The no alcohol thing should be survivable by the way. I've run a fortress (Woundcolored) in the new version without alcohol for ten straight years. (The fortress finally died for unrelated reasons: I used my new magma trap on a couple of skeletal elephants to try and kill them. It indeed set them on fire, they however did not die and ran into the fortress, spreading fire and death). We'll find out what the lack of alcohol does for Halltraded soon enough. :)

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Argonnek** on **October 14, 2010, 06:48:58 pm**

Make it grind to a hung over, moody stop?

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 16, 2010, 01:26:26 pm**

Thorvak reluctantly swallowed a mouthfull of water, and told himself that this would be over soon. His life as High Priest of Datan the Crystalline Canyon had become significantly more difficult over the last couple of days. Before all this started, dwarves generally associated Datan with minerals. Now every single dwarf seemed to associate him with a lack of alcohol and cruelty. A cruel god, that as they saw it, unfortunately seemed to weild real power: every attempt to drink alcohol had been stopped by unexplained accidents, unnatural events and near disasters. So far nobody had been seriously injured, but dwarves now avoided the booze stockpile, and avoided alcohol even in conversations.

Thorvak's faith in Datan however had not diminished. It was clear to him that Datan was testing the loyalty of his followers. This ban on alcohol would seperate the true believers from the heathens. Those strong in their faith would make it. The ban on alcohol however seemed very harsh, in conflict even with Datan's own teachings. Now, however was not a time for doubt, now was the time to show your true devotion to the almighty Datan.

Recent events had made Thorvak the ruler of Halltraded in all but name. Though he held no official title, he had been the only priest of Datan in the fortress, and everybody now looked to him for guidance. Thorvak knew that this was not because they liked him, but out of fear for the power of Datan.

It was clear that Datan needed to be appeased, and it was Thorvak's responsibility to achieve this. Obviously Datan wanted the dwarfs to make the ultimate sacrifice, to give up alcohol. No sacrifice was to great to make, however, and Thorvak took his new responsibility very seriously. He had ordered, by holy decree, that all stills and breweries in the fortress were to be demolished, and that all liquor should be taken to the thrash compactors. The guild of brewers had been furious, but obviously could not argue with all the divine intervention that was currently going on.

For the next days the atmosphere in the fortress remained tense. The ban on alcohol was still there, and sober dwarves are not known for their friendliness. Most dwarves here had seen their share of misery in previous years, and they felt that even this should be survivable, if at least, it didn't take too long.

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OOC: the water tower was pumping water into the lower part of the river. I think I've pulled the lever that should shut it down, hopefully this will help improve the FPS.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **October 16, 2010, 01:55:20 pm**

In a fact I did intentionally launched it to drain lowest level. It wasn't full and 6/7's were constantly moving, also there should be approximately third part of all stone currently present in the fortress. And when I accidentally switched tower on I didn't notice significant slow down. Anyway, one of the lever's with red notes should turn it of. I'm curious how will you keep dwarves occupied.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 16, 2010, 03:15:58 pm**

Ah, I thought you just accidentally left the water running. Cleaning up junk and improving the fps is one of my major objectives too, so I'll switch it back on. There's plenty of other stuff that should keep the dwarves occupied for now. I need to keep the dwarves happy by other methods than booze, so a lot of time could be spent on improving the living conditions.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 16, 2010, 04:11:48 pm**

My duties for the Temple were interrupted today by the arrival of the elven trade caravan. I would have ignored them, but the dwarf that notified me of their arrival told me something was very wrong with the elves. Intrigued I went up to the trade depot to meet them. Urist was right. The elves looked horrible, both the traders and their pack animals where covered in dirt and vomit.Their leader greeted me, not with the usual rude remarks, but with a weak voice and tears in his eyes:

M.M... Master Dwarf!, please hear our plea for help!, We have come from.... from our mountainhome \*sob\* to meet you here. Master dwarf, please hear us, we are desperate!

I replied that I had no time for jokes, and that dwarfs would sooner grow on trees than that elves would live below the mountains, but the Elf continued, with seemingly real emotion:

No.. No, please, master dwarf! We speak the truth, we have come from our mountainhomes below the Aching Teeth! oh, the horrors of that place! we need to stay, but the magma, the magma, oh Alatha it burns!. Please master dwarf, teach us how to mine! teach us how to live away from the sunlight!

I fought the urge to tell them that they should start with tossing away the silly wooden mining picks they were carrying and should get themselves some decent metal gear, but decided that the whole discussion would be pointless. I went back to the temple to finish plans for the new cathedral for Datan. The elves are probably still at the trade depot, screaming and weeping. It seems like the whole world has gone stark raving mad.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Christes** on **October 19, 2010, 01:21:58 pm**

Oh dear. If FPS doesn't slow you down, sobriety will ;)

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **October 19, 2010, 03:00:06 pm**

This sounds hilarious. I havent really got into DF2010 so I'm willing to try a turn. If it is my turn PM me and I'll try to take it. I have an English ISU at the moment so I'm kind of busy but I will try. Count me in!

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 20, 2010, 04:29:56 pm**

Quote from: Zrk2 on October 19, 2010, 03:00:06 pm  
This sounds hilarious. I havent really got into DF2010 so I'm willing to try a turn. If it is my turn PM me and I'll try to take it. I have an English ISU at the moment so I'm kind of busy but I will try. Count me in!

I've added you to the list, it may however take a while before the turn gets to you, my own turn is getting delayed somewhat as I'm following a course this week, and have to do part of my normal work in the evenings. Things should be better after the weekend.

Btw, I'm not forcing this no alcohol thing on people who take their turn after mine, it may be fun to continue this, but that's entirely up to you guys.



Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **October 20, 2010, 06:05:15 pm**

Cool PM me when its mt turn

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 23, 2010, 01:04:14 pm**

1st slate: The ban on alcohol is starting to show its effects. The atmosphere in the fortress is tense, and dwarves are starting to work slower.  
The news that our fortress is the only one that has to endure a ban on alcohol, has not improved the mood either.  
We have not drunk a drop of alcohol since the start of the year, and many dwarves feel we have shown Datan our devotion, and that this has gone on for long enough. This morning I've preached to the other dwarves: They have not yet shown true love for Datan, as they still complain about the ban on alcohol, and still let the thought of drinking control their lives. There are still heathens among us, those that dare to doubt the wisdom of the Great Datan. We must show Datan that our faith is true and strong, only then will he lift the curse. We will do this by building a place of worship for Datan, a grand cathedral. Construction will start today.

4th of slate: The new countess, her consort, a hammerer and a two other migrants arrived this morning. We were not expecting any visitors, due to the rather unfortunate circumstances, so I decided to go up and welcome them to the fortress to find out why they have chosen halltraded as their destination.  
They all looked overly exited and happy, the hammerer, Lokum Dentepaints, seemed to be the most excited.  
I decided to ask him first:

"What brings you to this cursed place travellers? are you here to join us in our effort to please the great Datan?"

The hammerer looked confused: "What are you talking about? We are here, because we heard that in Halltraded, the alcohol is free!"

"What?, no it isn't, we are an alcohol-free fortress!"

"Yes!, alcohol! free!! where is beer?", the Hammerer replied, but now with a worried expression.

I explained it one more time. The look on the faces of both the hammerer and the countess would have been priceless, if it didn't mean trouble. The last thing this fortress can use are an unhappy hammerer, and more nobles.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **October 23, 2010, 02:05:53 pm**

Hey, how about we start accumulating consorts? I saw this idea in Severedcoils and I believe we can catch up with their score ;D  
Constant noble deaths would keep migrants away and we have a surplus of idlers/haulers that aren't healthy for fps ;D

Also, take away the damned hammer from that dumb ass, I guess there's still wounded dwarf resting in the jail near the magma pipe.

Quote from: Bralbaard on October 23, 2010, 01:04:14 pm

4th of slate: The new countess, her consort, a hammerer and a two other migrants arrived this morning. We were not expecting any visitors, due to the rather unfortunate circumstances, so I decided to go up and welcome them to the fortress to find out why they have chosen Halltraded as their final destination.

fixed for you.

And the last one. This thread made me register here. Then I became bored of DF and was going to quit just after finishing my turn here.  
Now I've grown kinda attached to this fort, so sign me up again.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 24, 2010, 09:59:53 am**

I've added you to the list.

The dwarf in the prison near the magma pipe has recovered from his injuries btw. Our consort count is currently 1. I guess having too many of them could get annoying as our current consort alone seems to be responsible for 75% of mandates in Halltraded.  
I've reinstalled a captain of the guard, to add a bit of a challenge to the game, most dwarves on the list for punishment only have to serve jail time, so hopefully there will be no casualties. So far I've been able to meet all mandates, but right now the consort is demanding green glass items, so I'll have to dissappoint him there.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **October 24, 2010, 02:21:55 pm**

I hear magma pipes and nobles with dubious life expectancy?!?!?!?! Save me some!!!!

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 27, 2010, 04:03:27 pm**

2nth of Malachite: Bomrek Tombsdances, one of our miners ran into an ambush on the power platform, the military was quick to respond, and destroyed the goblins, as well as two other squads and some snatchers that were discovered around the same time. Datan has not forsaken us, as we were fortunate in combat, and suffered no losses, except for Bomrek himself, who gave his life to save the fortress. May Datan watch over his soul.

Bomrek's death has drawn my attention to a problem, his body now lies at the bottom of the cursed river, and it is not alone. There are lots of goblin corpses and gear as well as rocks, projectiles, undead fish and Datan knows what more. There is currently no easy way to recover all this, but with some effort we could. It seems that demonic spoon, who constructed the villa on the northeastern side of the map, by accident or design also created a nearly complete dam upstream of the great dam of halltraded. With relatively minor effort this dam could be completed, which would allow us to retrieve objects from the riverbed:

Spoiler (click to show/hide)

This means we could also recover the part of the fortress known as "the bunker", since this would allow us to fix the holes in the riverbed.  
I've been reading through some old reports by the engineering guild on the great flood that destroyed the bunker. The holes in the riverbed do not match those described in the report, in fact, the old hole appears to be plugged, but there are other mysterious holes in new locations:

Spoiler (click to show/hide)

There are more holes downstream in the riverbed that feed the wells in the new area of the fortress. the channel feeding the well is clogged with tons of rock, this should probably be dealt with in the future, but fixing the inlet of the channel, so it can be controlled by floodgates should be possible when the riverbed is dry. The main problem with damming the upstream part of the river is that the power platform will fall dry. Only Armok himself knows what shutting down the power will do to this place, the power and plumbing systems are definitely too complex to be figured out by any mortal. I guess we'll find out soon enough.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **October 28, 2010, 12:32:12 am**

Yay! Big reconstruction is on the way. By the way the only thing that consumes power at the moment should be the water tower.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Christes** on **October 28, 2010, 01:25:53 am**

Yeah, someone (I forget who) build a magma aqueduct to fill the (old) hole.

I have no idea where the new ones come from. The only way I can think of would be dropping something from above, and there is nothing overhead 0.o

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **October 28, 2010, 04:40:05 am**

Actually Demonic Spoon has confessed doing this. And you can see mention of it in his POI's on the map. Also Bralbaard, have you finished maze cleaning or exploratory shafts draining? I just wonder.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Demonic Spoon** on **October 28, 2010, 07:47:09 am**

The damming of the river was by design. I ran out of time to complete it though. I was planning to clean up the mess in the river.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 28, 2010, 12:49:44 pm**

Quote from: Di on October 28, 2010, 04:40:05 am

Also Bralbaard, have you finished maze cleaning or exploratory shafts draining? I just wonder.

It takes \*forever\* to drain the exploratory shafts, because the water isn't pressurized. I've got it emptied to a water depth of about 3 to 4 now, so hauling can begin. The maze is already empty. I also found a huge quantum stock pile outside that contains hundreds of rocks, it is being cleaned up now. Despite all efforts the framerate is dropping, possibly because of the draining project in the exploratory shafts, and the exponential growth of the dog population, that I'll take care of in a moment.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Demonic Spoon** on **October 28, 2010, 01:20:12 pm**

Yeah, I found piles of rock everywhere in my turn as well.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 28, 2010, 03:42:26 pm**

15th of malachite: The destruction of our booze stockpiles is not going as fast as I planned, according to the paperwork, there must still be around 800 units of booze in the fortress, down from 2500 units at the start of the year. Apparently dwarves are hiding the stuff out of sight, and are ignoring the holy orders calling for the destruction of all liquor, even if they cannot drink the stuff. Their disobedience may well doom us all.

17th of malachite: Preparations for the construction of the upstream dam were nearly finished this morning, the last tile of floor that needed to be removed to allow proper pooring of the obsidian was being removed and the pump operator was called in to start the flow of magma. Urist checked to see that the lava channel was empty, and started working the pumps, Suddenly he heard screams from the channel, He ran upstairs and saw to his horror that little Cerol bowedpaddles had wandered into the lavatube and was trapped. Apparently the last floor tile had not yet been properly removed, because the responsible dwarf had gone on a break, and the poor kid had walked in to finish the job. He was trapped now, with the access stairs already blocked by lava, that quickly rushed towards him:

Spoiler (click to show/hide)

Cerols only chance was to try to break down the felsite walls of the tube before the lava reached him...

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **October 29, 2010, 04:14:22 am**

If there's no megahauling going on, you can also try designating ponds on level above, you won't get obsidian but with enough buckets magma will be destroyed. On the other hand, we have quite plenty of dwarves, why should we be worried.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 29, 2010, 02:41:54 pm**

Oh dear.  
Cerol actually managed to break down the wall just in time to escape, however due to the worst timing ever, he got nauseated by the sun, and instead of running for his life he just stood there and vomited all over the place. The lava that was just a tile away reached him, and Cerol caught fire, He just ran into the fortress, burning...

ooops

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **TerrisH** on **October 29, 2010, 02:49:54 pm**

... err.  
umm..GO for the hidden booze Cerol!

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 29, 2010, 02:53:27 pm**

I managed to lock all nearby doors as a precaution, but Cerol did not get far anyway. Datan knows what would have happened if the fire had been able to spread.

I did not mention this before, but we've had elections a couple of days ago, and Zekris, one of the oldest surviving inhabitants of the fortress has been kicked out of office. He has been replaced by Lokum graspingtorch, a girl that has only barely reached adulthood. She's the daughter of Kell atticclash the green steam of attack, one of our champions, and almost certainly a puppet of the nobility, her only

friend is the dungeon master. It now turns out that Cerol, who's body lies burning in the corridor, was one of her younger brothers.

Also Cerol, like the dwarf before him, did not succeed in removing the cursed floortile, this means that the obsidian dam is not complete, we'll have to wait until all the magma has evaporated, before we can fix this.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 30, 2010, 04:53:14 pm**

6th of Galena: The tax collector was nearly killed today in a cave-in accident during construction of the cathedral. A block of microcline came loose, fell down 6 levels, dragging the tax collector along in its fall. It's a miracle he survived. The cause of the accident is uncertain, but I like to think he tried to drink alcohol, and was punished by divine intervention. This should improve the mood of the dwarves a bit, as he's not going to collect tax anytime soon.

23th of galena: I have found the secret booze stockpile!  
They have hidden it in the magma smelter, it is not even properly stored in barrels! They have just flooded the place with booze, it is incredible..  
What's worse, the furnace operator doesn't seem to care at all about the safety risk of working with magma and molten iron, while standing up to his knees in alcohol:

Spoiler (click to show/hide)

Apparently he melted down the metal booze barrels, but he did not dump the alcohol as he was ordered to, or at least not quite in the right location. I have ordered all booze to be taken to the trash compactor for destruction, but the dwarves refuse, because the booze is on the list of forbidden items. Because of some bureaucratic reason that the hoardmaster failed to explain to me, it can not be taken of this list, without allowing dwarves to drink it too. Apparently it was fine to carry the booze around while it was still in barrels, but it can't be transported right now, but standing up to your knees in the stuff, while melting iron seems to be fine... This place is incredible.

We'll have to do this the old fashioned way, I'll have to destroy the smelter area with magma.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Christes** on **October 30, 2010, 11:00:48 pm**

That's awesome. And Zekrish got kicked out? wow.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **October 31, 2010, 02:32:03 am**

That's right! If you cannot bring booze to magma, bring magma to it.  
I guess this can be done in much simpler and less dangerous way, but less fun one. So I'll just keep quiet and watch.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 31, 2010, 04:33:35 am**

Quote from: Di on October 31, 2010, 02:32:03 am

That's right! If you cannot bring booze to magma, bring magma to it.  
I guess this can be done in much simpler and less dangerous way, but less fun one. So I'll just keep quiet and watch.

Yes, it could be done more easily, but I need to set an example! Storing booze is against the holy word of Datan, simply collapsing it into the magma below will not do, this kind of blasphemy must be dealt with in the most dramatic way, it must be killed with large amounts of magma!

Spoiler (click to show/hide)

Setting up the pumping system for the destruction of the booze got me a lot of angry stares. I do not care, the work of Datan must be completed.  
While I was destroying the secret booze stockpile, the dwarves have started another stockpile in one of the previously empty smelters! This latest unholy act will be dealt with in the same way, I will burn down New New Halltraded to the ground if that's what it takes to destroy all the booze!

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Argonnek** on **October 31, 2010, 10:52:30 am**

Where are they getting the booze? Are there barrels of it randomly scattered around?

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **October 31, 2010, 03:59:08 pm**

17th of limestone: The very last barrel of alcohol has been destroyed, not a drop remains in the fortress! While my fellow dwarves do not see reason for celebration, I have organized a party at the fellsite table. An alcohol free party, but a party nonetheless. It can not take long before Datan will lift his curse!

18th of limestone: It was awfully quiet at my party.

22nth of limestone. Datan continues to test us, the ban on alcohol is still there, support for my rule is diminishing even more as a result. We must find other ways to please Datan. Maybe he will lift the curse once his cathedral is finished?  
In other news: we caught a human baby snatcher at the gate today. odd...

23th of limestone. TREASON!!! We knew this would happen from the moment Halltraded was founded, but not now! They strike at us now that we're weak, now that we can not drink, and our morale is low! THE TREEHUGGERS HAVE COME FOR WAR!!!  
A large ambush squad of elves was just spotted near the obsidian factory, at least 16 Elves strong, and more may be hiding! Despite everything, Datan will show today that he is still on our side, his radiant power will guide us in battle! we will crush the pointy eared cowards!  
TO WAR!! LOAD THE BALLISTAS, UNLEASH THE WARDOGS!!:

Spoiler (click to show/hide)

OOC: What the heck is going on here? Human thieves and Elven ambushes? :o I thought we were at peace with both, trading with the Elves in spring was uneventful, I didn't even insult them, and they left happy, for as far as I know. There was no human caravan in summer, but I was not aware of hostilities.....

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Haspen** on **October 31, 2010, 05:08:06 pm**



Possible theories on the fact:

- A) Human is a thief for goblins, thus a snatcher.
  - B) Someone haven't noticed elven diplomat getting killed in one or other hillarious way.
- Oh my gods, bowmen! Quick, raise the babies!

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **October 31, 2010, 05:43:37 pm**

I second the motion (LOL soo punny!)

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Christes** on **October 31, 2010, 11:53:14 pm**

Quote from: Haspen on October 31, 2010, 05:08:06 pm

Possible theories on the fact:

- A) Human is a thief for goblins, thus a snatcher.
- B) Someone haven't noticed elven diplomat getting killed in one or other hillarious way.

Oh my gods, bowmen! Quick, raise the babies!

Or the elves have gone crazy from being underground ;)

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 02, 2010, 01:10:28 am**

First time I'm fighting elves, so I just found out they don't trigger traps.... interesting....

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Demonic Spoon** on **November 02, 2010, 07:43:54 am**

Wait, what? ???

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **November 02, 2010, 11:36:40 am**

Quote from: Bralbaard on November 02, 2010, 01:10:28 am

First time I'm fighting elves, so I just found out they don't trigger traps.... interesting....

Does that mean they went for control room in old Halltraded? ???

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 02, 2010, 12:42:12 pm**

sorry, no I meant to say that they are not caught by weapon or cage traps..

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Demonic Spoon** on **November 02, 2010, 12:42:59 pm**

Haxxor?

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **November 02, 2010, 12:49:43 pm**

Quote from: Bralbaard on November 02, 2010, 12:42:12 pm

sorry, no I meant to say that they are not caught by weapon or cage traps..

I just assumed that they've avoided traps at dam entrance, I believe that one is closest to the obsidian farm. I fought goblins there during my turn.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 02, 2010, 02:41:25 pm**

23th of limestone: The elves came in two waves, there was a large group near the obsidian factory as reported, but there was also a smaller group that had already made it to the power platform exit. We expected the first small wave to be caught by the weapon traps, but they avoided them skillfully. The elven traders that have visited over the years must have inspected our defences well. This was disastrous, the military was still far away, and the elves appeared in the middle of a currently busy part of the fortress, where many dwarves were busy hauling stone.

Lokum Graspingtorch, our new and inexperienced mayor was present at the scene, she immediately took charge, and rallied a group of three nearby dwarves, all inexperienced in combat. They fought bravely against the elves: Lokum herself killed three elves, and they managed to hold back the invaders untill the military arrived. I must admit that I had greatly underestimated Lokum, when she was elected a few weeks ago.

Spoiler (click to show/hide)

While the battle was raging deep in Halltraded, two new human snatchers were caught at the main entrance. this can be no coincidence, I've never heard of humans cooperating with goblins, at least not here, in Halltraded.

Considering the forces suddenly raised against us we have done well, Datan is still on our side, we have only suffered the loss of one citizen, shot by an elven bowman.

Quote

Haxxor?

OOC: I don't know, I've never fought elves before, but I don't remember reading that they have trap-avoid. Also, none of the elves have names, they are all just "elf wrestler" or "elf bowman" as you can see in the earlier screenshot. I should note that the human snatchers all seem to have avoided our traps at the entrance. The elves in the new screenshot have all come through the entrance at the right. you can see that they have not triggered the traps.

Edit: problem has been solved savegame deleted

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **November 02, 2010, 04:26:02 pm**

I've searched the wiki and found that they should not be 'trapavoid', my raws are same as on wiki.  
But as I've said I had a battle at that place too, dwarves were trying to store items/reload traps and so on despite the fact there still were goblins. I believe I've forbidden everything there and maybe I've forgotten to unforbid them. Maybe they didn't load them properly because of this.  
Have you tried to lure elves to other places?

edit: And you know, those weapon traps aren't too powerful so it's possible that they've dodged them.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 02, 2010, 04:38:04 pm**

I know that goblins were caught in those traps earlier this year, going over the traps with 't' to show their content indicates that the items in it are all scheduled to be dumped which is odd, but they are not forbidden. they're also indicated with a white [ B ] not sure what that means, probably that it's part of a building. As mentioned, the human thieves also seem to have trap avoid, those came in through the main entrance, those cages have no dump-scheduled items. My raws should be the same as vanilla 40d, at least that's what I downloaded from the DF site.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Argonnek** on **November 02, 2010, 08:02:51 pm**

They most likely avoided the traps because a diplomat or liaison saw them. If you want to counteract this effect, just replace the traps that are there.  
Elves do not have trap avoid, and the white B just means that the item is a permanent part of the building.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 03, 2010, 01:07:03 am**

Is DF so complex that it incorporates liasons scouting for traps? thats... incredible.  
I think there might be a possibility that I may accidently have a mod installed, I know I did play Legendary lands in 40d, I would not expect that to be compatible though. Will need to check that later today.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **November 03, 2010, 01:10:56 am**

This would be the case if they were from Grizzly Empire, but hadn't humans come to trade in the summer?  
Also I've searched the legends and found that during summer elves declared a war to Lashes of Squashing (our civ) but the reason is unknown. There isn't any mentions about humans however.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 04, 2010, 02:16:26 pm**

Apparently I had the 'relentless assault mod" installed. That would explain a lot of the weird stuff that has happened. Fun fact: The folder I was playing in, that had relentless assault installed, is named "DF vanilla 40d" while my vanilla DF folder is named "DF 40d relentless assault" :o.  
I had a couple of facepalm moments when I discovered that.

Anyhow I've copied the savegame to a freshly installed 40d folder, just to be on the safe side. It seems to run fine.

Quote from: Di on November 03, 2010, 01:10:56 am  
This would be the case if they were from Grizzly Empire, but hadn't humans come to trade in the summer?  
Also I've searched the legends and found that during summer elves declared a war to Lashes of Squashing (our civ) but the reason is unknown. There isn't any mentions about humans however.

The human caravan never came this summer, the elves however did arrive in spring, and trading was perfectly normal, however, the war with the elves was most likely caused by the mod. I'm quite sure that the humans did send the snatchers, but if what you say is true we may still be friends. Anyhow, I'm sorry about all this, we have two options: replay the year in normal 40d, or continue with the current save, at war with the elves, and possibly humans.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **November 04, 2010, 06:16:36 pm**

Quote from: Bralbaard on November 04, 2010, 02:16:26 pm  
Anyhow, I'm sorry about all this, we have two options: replay the year in normal 40d, or continue with the current save, at war with the elves, and possibly humans.

You've just used word 'normal' regarding to DF.  
What use would be the point of reverting anyway? Sobriety, elves dwelling underground, ambushing elves, human snatchers it only makes it interesting. I say we should continue even if elves turn into Clowns or magma floods the world.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Christes** on **November 04, 2010, 09:17:47 pm**

Yeah this makes the game interesting. Keep going with it.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Demonic Spoon** on **November 05, 2010, 08:53:39 am**

Already? Starting soon.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 05, 2010, 01:51:53 pm**

Quote from: Demonic Spoon on November 05, 2010, 08:53:39 am  
Already? Starting soon.

No, not yet!

The save was uploaded because of all the strange things that were happening, since that's sorted out I'll delete it now. I hope to finish my turn this weekend.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 05, 2010, 02:32:19 pm**

26th of Sandstone: There's a crying baby in the meeting room where everybody has to get their water. Actually, it has been there for two weeks, and nobody is looking after it. It is a rule in Halltraded that orphans should be adopted by the Temple, which would make me responsible. Obviously it is now my highest priority to seek the parents of this unfortunate child.

27th of Sandstone: Apparently the child's mother is Mafol Urnreign The Ancient of Whiskers, one of our champions, she killed five elves in the recent battle. I just learned that Udib Bootrose, the count consort has thrown her in jail, because she failed to make green glass items. I've tried to explain that champions do not need to work, and that the wrong person was punished, but the nobility seems to disagree.

1st of timber: I've visited the jail. This place is an absolute hellhole! All dwarves in here are severely dehydrated and starving, apparently nobody is bringing them food or water because they are to busy hauling elf corpses to the trash compactors. Then there's the screaming: many of the dwarves are close to losing their sanity, especially Mafol, who keeps screaming for her baby. (ooc: horrible message spam). Also, almost all dwarves in here have no sentence pending, apparently Kel Townmetal, the captain of the guard has locked them up, but did not release them once their sentence had passed. I entered the captains quarters, but I was unable to wake him up, he probably drunk too much cow milk again. I've replaced him with someone more capable ( I hope). Kel has received new orders, his new job is to haul refuse and clean and nothing else. That will teach him.

I've ordered the dwarves to cut down the chains of the dwarves that have no sentence pending, and I've released Mafol, so she can pick up her child. This is likely to get me into trouble, but we really can't use a prison rebellion right now, the atmosphere in the fortress is tense, and anything could trigger large scale riots.

3th of timber, a couple of peasants where attacked by skeletal wolves, everybody survived, but the peasants are very upset about being attacked by undead. Yet more unhappy citizens....

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 05, 2010, 03:38:23 pm**

Unhappy citizens, so? Release the Gestapo! To the camps! (As in lock them in a large chamber and then just have them spam stone stuff until they shut up or kill each other)

Srsly

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Argonnek** on **November 06, 2010, 01:13:49 am**

Quote from: Zrk2 on November 05, 2010, 03:38:23 pm

Unhappy citizens, so? Release the Gestapo! To the camps! (As in lock them in a large chamber and then just have them spam stone stuff until they shut up or kill each other)

Srsly

I find the fact that this is a very common and effective means of dealing with the problem quite amusing. Though in DF, gestapo = magma

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 06, 2010, 04:36:08 pm**

The Dwarven caravan never arrived this autumn, I pray to Datan that nothing bad has happened.

22th of Opal: During the battle with the elves, months ago, one of the treehuggers was thrown from the water platform into the raging river below, Everybody assumed he drowned, and nobody checked. Now that the river below the upstream dam has fallen dry we have found out that in fact, he did not die, or at least not completely... It's rather creepy actually, the Elf just hangs there, suspended in air, with a look of agony and defeat on his face, we can not touch him, for he seems to be encased in some kind of force field. This miracle must be the work of Datan! he has given us this anomaly as a monument to our victory over the treacherous treehuggers! This forever dying Elf will keep the memory of our victory alive. I do not have time to build a fitting monument around the elf, for I need to finish the cathedral. I need to finish it before the end of winter, and work is slow without alcohol.

Spoiler (click to show/hide)

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 06, 2010, 05:47:34 pm**

Quote from: Argonnek on November 06, 2010, 01:13:49 am

I find the fact that this is a very common and effective means of dealing with the problem quite amusing. Though in DF, gestapo = magma

That should be a signature.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 07, 2010, 01:18:56 pm**

Datan the Crystalline Canyon, the Dwarven God, looked down from the celestial plane in horror. The past year had been disastrous, he had been known as a force of good among his followers, now dwarves unanimously saw him as the cruel and unfair god of no-alcohol. Datan told himself that this hatred would be soon forgotten once he won this challenge and dwarves were proclaimed superior to the elven race. But he could not believe that the dwarves would forgive him that easily, also the outcome of the challenge was far from certain, and even winning the challenge may not be enough:

Alatha, the elven goddess had realized quickly that her people would have great difficulty surviving below ground, and she had taken precautions, if she could not win the challenge directly she could prove the superiority of the elven race by other means, by wiping out the dwarven race completely in a war on a scale that the world had never seen. The elven tribe selected to build the underground fortress was to survive for as long as possible, meanwhile, all other elves gathered as many animals and natural allies as they could, and attacked. They had not only attacked Halltraded, but they had attacked everywhere, leaving the entire world in chaos, the autumn caravan had been just one of the many, many victims. Meanwhile, the position of the humans was uncertain, there were clear indications that the human deities had chosen the side of Alatha, wich would be a complete disaster.

Datan did not know how long the dwarven race could last against such an onslaught, or how much longer Halltraded could last without alcohol, all would depend on the mortals below, who were unaware of the role they were playing. Of one thing he was certain, this high priest named Thorvak, who pretended to be his representative in Halltraded, was a complete idiot. With him in charge Halltraded would not last much longer. Datan focused his Godly powers, and made sure that Thorvak would wake up the next morning with a horrible case of amnesia and very bad indigestion. The dwarves of Halltraded would be forced to elect a new leader.

-----

save:

http://dffd.wimbli.com/file.php?id=3366



Map: (I'll try and upload some more points of interest later. )

http://mkv25.net/dfma/poi-25949-theelfanomaly

Notes:  
-The cathedral (above the entrance) is allmost finished, in fact orders for completion have been given.  
-The upstream dam is finished, and the holes in the riverbed have been walled in. Both the holes that flooded the bunker and the hole feeding the well in the new fortress have been fitted with a floodgate, both can be opened/closed by a lever on the platforms above (these may not yet be linked to the floodgates, but orders have been given to complete this, should be done in a couple of days)  
-Food producion has been completely shut down, but the amount of food we have should last a couple of years.  
-FPS, at least for me is about the same as at the start of the year (20 to 25) even though a lot of extra junk has been cleaned up.

Edit:  
Demonic spoon is currently busy, I've switched his place on the list with Canalan. I've send Canalan a PM.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Christes** on **November 07, 2010, 06:23:14 pm**

The next person should drain the area in the bunker. The pump tower I perfect for that, I think.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 08, 2010, 06:28:50 pm**

ROFL I look forward to ~~purging~~ gently chastising the followers of Datan with my ~~Gestapo~~ strongly worded letters of dissapointment and then sending them to the gulags their rooms to think long and hard about what went wrong.

Edit: IS this thread dead or something? Do I have to sieze the reigns? I guarantee that would be disastrous.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **NTheGreat** on **November 12, 2010, 11:15:29 am**

I don't trust that floating elf. I recall something similar in another succession a while back, and it caused some problems.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **November 12, 2010, 12:55:02 pm**

Come-on what can he do? Should he begin troubling us we'll drop wooden floor on him.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Demonic Spoon** on **November 12, 2010, 02:09:59 pm**

Quote from: NTheGreat on November 12, 2010, 11:15:29 am  
I don't trust that floating elf. I recall something similar in another succession a while back, and it caused some problems.

I believe it was the original Eternal Halls and if I remember correctly it prevented them form getting sieges and ambushes or some such.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 12, 2010, 07:38:20 pm**

Yeah, it was the original Eternal Halls. Drop walls on it! If that doesn't work I think yyou will have to go back to the last save without it and play to the end of the year again.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Argonnek** on **November 12, 2010, 08:26:34 pm**

It's better to use Dwarf Companion to get rid of the flying tag, as you don't need to revert the save and lase your progress.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 13, 2010, 01:03:24 am**

Are you sure? I'm not particularly aware of hacking but in EH they could not dispose of it at aall, they ended up reverting.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 13, 2010, 04:38:51 am**

Well, we have had no ambushes or caravans arriving since we have this floating elf (no summer caravan for the humans, no dwarven caravan in autumn) so he may indeed be causing trouble. The lack of the human caravan could also be caused by me accidently having a modded version installed but that would not explain the lack of the autumn caravan, as I had gone back to stock 40d by then.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Argonnek** on **November 13, 2010, 05:56:18 am**

DC is a sure-fire way to get rid of this irritating pansy. I've had this bug before (before the new version, of course), and Companion has worked perfectly all three or so times.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 13, 2010, 12:19:43 pm**

Solve this problem, I grow eager to rule this deathtrap!

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 14, 2010, 03:02:50 pm**

Is there anybody here experienced in hacking DF who can do this?  
I assume we need to track down a version of dwarf companion that's compatible with 40d to fix this, but I can't find a download for this.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 14, 2010, 03:10:15 pm**

I have a copy that works with 40d but I need a link to the file hosting site as I forget what it is called.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 14, 2010, 04:04:31 pm**

Great!, you can find the current save at:

<http://dffd.wimbli.com/file.php?id=3366>

We've had no reaction from Canalan, so we will have to skip him, and demonic spoon PM'ed me that he would be busy for two to three weeks before he could take a turn, so I'll switch his place with yours.  
That makes you next in line so you can keep the save and play your year right away :D.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 15, 2010, 04:01:04 pm**

Ok, I'll try to start in a day or two, I have an essay to write in the next couple days. I will give daily progress reports so you know I haven't just bailed.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 15, 2010, 05:43:27 pm**

Double post, relax. Sorry, I can't get Dwarf Companion to run, you need some sort of program to run it that I don't have. Also, where the hell do the dwarves sleep? I'll go check the wiki for info on the old DC.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 17, 2010, 04:09:53 pm**

We're having some trouble getting Dwarf companion to run, and I'm really short on time for the next couple of weeks, is there somebody with more experience with Dwarf companion/ hacking DF who can help? It would be much apreciated.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 17, 2010, 05:19:47 pm**

If you can't get anyone we may just have to use the last save before the glitch.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Argonnek** on **November 17, 2010, 09:20:34 pm**

I have removed you elf problem, I think. I fiddled with DC and removed him from existence. I will upload the save in a moment.

I have the save here: <http://dffd.wimbli.com/file.php?id=3434> (<http://dffd.wimbli.com/file.php?id=3434>)

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 17, 2010, 10:00:42 pm**

Okay, downloading now, prepare for economic revolution!

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 18, 2010, 03:43:53 pm**

Quote from: Argonnek on November 17, 2010, 09:20:34 pm

I have removed you elf problem, I think. I fiddled with DC and removed him from existence. I will upload the save in a moment.

I have the save here: <http://dffd.wimbli.com/file.php?id=3434> (<http://dffd.wimbli.com/file.php?id=3434>)

Thanks!

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 18, 2010, 04:40:31 pm**

Journal of Zrk2, Manager, Minister of the Interior, Annalist of Halltraded

11th Granite, 320

I am now officially manager of Halltraded, with that I have also secured the posts of Minister of the Interior and Annalist. The hoardmaster is some peasant named "NtheSomething-or-other" who appears to have had previous experience commanding, yet has fallen into poverty. He now owes his position to me and I could ruin him at any time due to knowledge of certain indiscretions he and the Countess engaged in.

I am working on instituting a system of sweeping economic reforms, such as:

1. Private home ownership: The masses want to claim to possess somewhere and be able to keep their junk from being stolen. To that end I am having 40 private holes-in-the-wall created for them.
2. Mass Production: The number of workshops is going to be radically increased and stockpiles are going to be created near them, the current system is much too spread out. Also, metal production is being increased even more dramatically.
3. Role Models: I am having rooms prepared for me, as dwarves need an example of something to aspire to.
4. Self Sufficiency: As much as I love the non-intrusive method of goblinite use, I don't want all metal production to rely on continued stupidity on the part of the goblins, unlikely as that is to change, I am going to have a regimented system of exploration for new ores instituted soon.
5. Bread and circuses is the method of dictatorial happiness. I am starting to work on that, but food production is close to zero as far as I can tell, and a hungry populace is a rebellious populace. So food production will be started soon, a zoo will hopefully be built, which will also allow them to marvel at the horrors we have overcome. And the economy will be kickstarted.
6. WTF is with these people and tombs? There are more tombs than beds.
7. Somehow that hole that was just drained is now filling again... Oh well!

Now I must return to my Machiavellian travails to ensure that I hold this position long enough to be irreplaceable...

21st Granite, 320

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| We were just sieged by some goblins. They entered through an unused maintenance tunnel for some system of axles. Fortuneatley the squad was travelling through there on their way somewhere else and were promptly locked in vicious hand to hand fighting. It was a Stalingrad-like affair. We suffered no casulties but there were certainly chances. Escaped was an elite bowgoblin. We need to seal these extra entrances, they are very dangerous. I am having the corpses cleared out of there to make sure the axles do not jam in the future.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| ANd now a dragon has arrived. Shit! What the Armok shall I do?                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div><div>Title: <b>Re: Halltraded succession game. Now alcohol free!! (40d)</b></div><div>Post by: <b>Argonnek</b> on <b>November 19, 2010, 01:32:20 am</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <div>Don't worry, 40d Dragons are complete pushovers.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <div><div>Title: <b>Re: Halltraded succession game. Now alcohol free!! (40d)</b></div><div>Post by: <b>Zrk2</b> on <b>November 19, 2010, 12:00:30 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div>So true.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <div>Third Slate, 320</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <div>While I was in my room gibbering I saw one of our champions named Dodok walk by muttering something about 'Stupid friggin crafters... "OHMYGAWD ITS A DRAGON!!! WAAAAAAH!!!" Shut up! I'll go deal with it myself.' ANd suprisingly she did, bludgeoned it to death with a bronze mace that was WRAPPED IN LEATHER!!! I better make sure I don't piss off these guys. Also, trying to figure out why someone used all the iron to build some cathedral. I am tearing those blocks out so we can get back to smelting until my exploratory mining pays off. Also, one it is re-roofed it is going to become a zoo. And my plans for my rooms have been completed, my tomb is going slowly, despite its' lack of   compensating. And the workshop area has been redesigned to be much more efficient.</div>                                                                                                                                                                                                                         |
| <div>*Now I'm out, M*A*S*H is on!*</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <div><div>Title: <b>Re: Halltraded succession game. Now alcohol free!! (40d)</b></div><div>Post by: <b>Bralbaard</b> on <b>November 19, 2010, 03:34:16 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div><div>Quote from: Zrk2 on November 19, 2010, 12:00:30 pm</div><div>Also, trying to figure out why someone used all the iron to build some cathedral. I am tearing those blocks out so we can get back to smelting until my exploratory mining pays off. Also, one it is re-roofed it is going to become a zoo.</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div>Wait, you are tearing the roof of the holy cathedral of Datan and turning it into a zoo?, You heathen!   ;D</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <div>I guess that means that the dwarves are also back to the blasphemous habit of drinking alcohol then? :)</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <div><div>Title: <b>Re: Halltraded succession game. Now alcohol free!! (40d)</b></div><div>Post by: <b>Di</b> on <b>November 19, 2010, 04:59:41 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <div>Wait, you've built the holy cathedral of Datan out of iron? You heathen!   :D<br/>Even those pathetic nobles prefer silver, gold and platinum and you've built a gift to a god from former goblin boots!<br/>No wonder that Datan was mad at his priest at the end of year.   :D</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <div><div>Title: <b>Re: Halltraded succession game. Now alcohol free!! (40d)</b></div><div>Post by: <b>Bralbaard</b> on <b>November 19, 2010, 05:20:35 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div>Ah, yes, that's where things must have gone wrong   :). I couldn't help it however, iron was in the high priests personal preferences (I just didn't have enough native gold lying around)</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <div><div>Spoiler (click to show/hide)</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <div>Sometimes I think I'm taking this "play in character" thing to seriously.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div><div>Title: <b>Re: Halltraded succession game. Now alcohol free!! (40d)</b></div><div>Post by: <b>Zrk2</b> on <b>November 19, 2010, 09:31:37 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div>Yeah, the lack of iron bars lead to me tearing down the upper levels for bars for the new legendary armorsmith (Yes!!!) and myself, the legendary weaponsmith.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div>20th Hematite, 320</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <div>Well, the temple built by that fool before me is now a dining room/zoo and I learned he built the upper levels out of iron bars! I promptly had him labelled a geretic and shunned. The upper levels are being dismantled to provide bars for my smiths. The humans came and I cleaned them out for everything except two anvils. Why do we have so many anvils? My predecessors are all insane.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <div>My tomb has been built, it is a rather disturbing place. Felsite and then it is coated with peat mud. I built several felsite and schist statues to add to the weird effect. I line of obsidian statues flank my tomb, a golden sarcophagus, it looks very out of place in the mud.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div>Also, the workshops have been streamlined. Also the previous trader died in an accident caused by poor masonry practices, idiots.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div>We now have a legendary armoursmith, he created some bronze shield, prehaps it will help someone. Who cares if it does though.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div>I am troubled. A child fell and harmed himself in the process. He will be a vegetable for the rest of his life, however short it is. As I wrote this word came that the coffin was in place in the room he is staying in and the bed is currently being hauled out. I have arrived at his door. I slip the key in and lock it. "Poor bastard..." I mutter to myself turning to go back to my endless paperwork. He was child of one of the previous barons. His mother became Count Consort before dying, four of his seven siblings are already dead. Nobility is truly becoming a thing of the past... I have returned to my books, I tell my record keeper NtheGreat to put a dash through his name and close the door to my study. For all I thought rulership of this pit would be worthwhile I wonder; Counting the dead, wondering how everything here works, yelling at idiots not to kill each other and dismantling previous despot's idiotic creations and planning my place in the necropolis that is this pit.</div> |
| <div>For all that I must hold on to power for as long as I can, if only to keep some tyrant from seizing the power. Only those who don't want power deserve to have it. I wonder what that means for me.</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div><div>Title: <b>Re: Halltraded succession game. Now alcohol free!! (40d)</b></div><div>Post by: <b>Zrk2</b> on <b>November 20, 2010, 11:49:40 pm</b></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div>17 Sandstone, 320</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div>The dwarven caravan has come and gone. I bought booze, bars and some exotic nuts. The workshops have been fully opened up and</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |



more have been installed.

My tomb is almost complete, all that remains is to see that the mechanisms are properly co-ordinated, I think the honour of pulling the levers to seal it in case of my death shall go to that idiot Thorvak.

Speaking of which, his giant iron phallus continues in its' destruction. The main temple roof has been removed and the tower is coming down as well. A section of it collapsed yesterday. A miner-in-training died along with a woodcutter, at least that is it so far. I am off to another round of door lockings, bloody tyrant couldn't build his bloody temple in a safe manner... Another child has had his door locked, and so has some leatherworker who only wanted an excuse to see where it was hes actually lived.

I feel that this fortress cannot hope to live much longer, the inhabitants count their ancestors more important than their descendants. Ask those from Numenor how that ends. All in all I feel I have the most morose outlook as everyone else simply ignores this fact. Simply put more work goes into ensuring the safety of their afterlives than goes into surviving in this life. When I am interred I ask that the ruler of that time has the two levers in my tomb pulled. The Southern one first, if you want everything to work right. Also, our dear founder Bralbaard has had his tomb filled with water to see that it is never ransacked, then the doors were walled over.

I must now return to trying to run this hole.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **November 21, 2010, 05:53:52 am**

Hey what about barons? And more importantly about their consorts?

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 23, 2010, 03:41:05 pm**

8th Obsidian, 320

The other day the deposed ruler Maggarg died in a mining accident. These dwarves have obviously not heard of safety precautions. Moreso, he punched a hole into my tomb! Not to future rulers, when I have been laid to rest pull the lever marked for pulling and then channel out the stopper on the east obsidian maker. DO NOT USE IT UNTIL THEN!

A skeletal deer and its' zombie fox sidekick broke into the fort today. They killed Demonic Spoon before assaulting a firefighter and some other guy no one cares about. I have scrambled the champions, headed by the dragon slayer, to break this ghastly invasion force. The corpse of Demonic spoon has not yet been laid to rest. Is this fort secretly full of demon worshipers or something?

Also some serf has been possessed and sits in his workshop making cryptic demands. I sent our marksdwarf in training to keep an eye on the situation.

This fort is going to shit. I am going to quit as soon as spring arrives. Let the factions fight it out to see who will rule. I think the dungeon master has the proper view of this fort. To him it is all a game, he hangs out in his room crammed with esoteric objects and ancient lore and laughs at the travails of those of us crazy enough to rule. Soon that shall be me, Unless the pathos gets to me and I make certain my dying wishes are carried out.

(Seriously, if my avatar was not the only legendary weaponsmith I would definitely kill it off at the end of the year. Do you think I still could? We have plenty of weapons but it never hurts to have a smith who can puke out exceptional iron battle axes for export. What do you guys think?)

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 23, 2010, 09:05:48 pm**

Turn done. Save here: <http://dffd.wimbli.com/file.php?id=3475>

1st Early Spring, 321

I quit! I give up my attempts to run this pit! For all I care it can go to hell just so long as I survive long enough to properly be ensconced in my tomb. Let the other fools fight it out for dominance in this place. I am still manager to make sure I am not eliminated by some future ruler hoping to cement his claim. Have fun with it, you fools.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **EvilTwin** on **November 23, 2010, 10:10:34 pm**

I would like to join in again, got the hang to succession games again atm :)

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Christes** on **November 23, 2010, 10:13:52 pm**

Maggarg is dead? And Demonic Spoon in one update?!? :(

Sounds like Ziriltharnas was injured as well. Damn that sucks.

Anyway, map?

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 24, 2010, 01:05:59 am**

The great Maggarg, our legendary miner dies "in a mining accident"?  
hmmmm suspicious... ;)  
She was the last of the founding seven, the fortress will not be the same without her..

I've PM'ed the corpse of Demonic Spoon that it's turn has arrived, hopefully there's a skilled necromancer around.  
I'll add eviltwin to the list.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Demonic Spoon** on **November 24, 2010, 04:15:05 am**

The dwarves were worried. These were dark times, dark times indeed, md rulers killing the greatest of them, the heroes, and the most precious as well, the children. Forbidding them from drinking booze, making mad projects to the dark gods. In short, they were in need of a hero, to lead them to greatness. So in desperation they asked finally succumbed and asked the elves to practice their horrid arts and reanimate the greatest dwarf Halltraded had ever known, Demonic Spoon.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Di** on **November 24, 2010, 05:09:24 am**

Quote from: Christes on November 23, 2010, 10:13:52 pm

Maggarg is dead? And Demonic Spoon in one update?!? :(

Sounds like Ziriltharnas was injured as well. Damn that sucks.

Hey there's still Aria's daughter, she should be able to afford some clothes by now, if no one happened to take over her position of manager ;D.

Also I believe there's more than one firefighter.

I'm glad my dorf is legendary guard and don't take any jobs though :D

Edit: Also wtf? Back to 10 fps again! Someone get rid of those coins and stones.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **November 24, 2010, 02:42:41 pm**

So the elves, who we are at war with send us an undead copy of a former leader, who is moslty known for sealing himself off in a personal villa while ignoring the needs of the rest of the fortress. Now, I follower of Datan, am to trust this...

\* spots the approaching royal guard\*

errrr. I meant to say **"all hail our zombie overlord!"**

Ot: It seems that while we currently have no alcohol, none of the dwarves I checked appear to have lack of alcohol related bad thoughts, so it seems alcohol is legal again! (huray!).

The coins may be hard to destroy, I don't think dwarves will pick up or dump owned items in 40d (or do they?) Please don't mint any more of them.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Zrk2** on **November 24, 2010, 04:06:30 pm**

Quote from: Di on November 24, 2010, 05:09:24 am

Hey there's still Aria's daughter, she should be able to afford some clothes by now, if no one happened to take over her position of manager ;D.

Edit: Also wtf? Back to 10 fps again! Someone get rid of those coins and stones.

I took her job as manager. The firefighter is injured. Kids were killed because they had multiple mangled limbs. It was quicker this way. Or so I claim. I had that church converted to a useful room and removed all the iron constructions. Maggarg was digging out a section that poor channeling had left. He stepped into the only tile with a floor over it to knock out the last wall left in the way of collapsing it. My reign was bloodsoaked and pointless. All i achieved was the occupation of some previously dug hole, and the opening up of the workshop spaces. It was a wonderful introduction to succession forts.

Title: **Re: Halltraded succession game. Now alcohol free!! (40d)**  
Post by: **Bralbaard** on **November 24, 2010, 04:19:27 pm**

Quote from: Zrk2 on November 24, 2010, 04:06:30 pm

My reign was bloodsoaked and pointless.

That's a long tradition here in Halltraded :), have you seen any Elves by the way?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **November 24, 2010, 05:15:42 pm**

No, I had a siege in the Spring.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **November 25, 2010, 12:10:03 am**

Well I'm curious what DS has in store for us now.

Also, for the umpteenth time now, Maggarg was female. (In fact, she was Christes's lover - may they rest together in peace now)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **BadSyntax** on **November 25, 2010, 03:12:05 am**

May I have a military dwarf if you will :D. Name him traggles.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **November 25, 2010, 04:46:48 pm**

Oh well. I expect to die before I get back in.

Sign me up again!

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **November 26, 2010, 05:10:53 pm**

I've added you to the list.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **November 27, 2010, 07:37:13 pm**

Uh, hello? Anybody home?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **December 02, 2010, 02:24:14 am**

Journal of Her Imperial Majesty Demonic Spoon, Queen of Queens, Goddess of Caves, Philosopher-Empress, Lady Supreme Absolute Ruler and Overlord of Halltraded for all ETERNITY, Keeper of the Artifacts, Protector of the People, Guardian of Ants, Eater of Brains, Blackboard Monitor and ZOMBIE. BACK FROM THE DEAD BITCHES! WHEN I SAID ETERNITY I MEANT ETERNITY.

Braaaains! I - braaaaains - have awoke - braaa - nd! There after I feasted on the delicious BRAAAINS of the elves who were foolish enough to disturb my nap. I then set out from my tomb towards some nearby life presences that I sensed in order to ~~feast on their BRAINS~~ once more lead Halltraded on a path to greatness!

Soon enough I reached what appeared to be a small group of ~~tasty-looking~~ children who then proceeded to command to ~~give me their brains~~ do my bidding! They seemed to be quite nervous around me for some reason, as if I was a spectre of the dead or some such foolishness. Our conversation went something like this.

"BRAAAAINS!"  
"Please don't eat us! We'll do whatever you want!"  
"Brains! Make more tombs! Brains!"  
"Yes oh great supreme overlord!"

As a result the Great Necropolis is growing even more ever larger and GLORIOUS BRAINS!

I suddenly had a strange craving for brains and grabbed a nearby kitten and started eating it's brains. However some silly dwarf walked about to me and said I had to 'pay' for the cat because of some sort of 'economy' and 'capitalism'. A new cult? I immediately ordered that all the temples of this 'economy' and 'capitalism' be torn down. No one tells me I can't eat BRAAINS! when I feel like it!

P.S. BRAAAAAAINS!

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Di** on **December 02, 2010, 09:28:19 am**

Yay! It's alive, alive!

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **December 02, 2010, 01:53:53 pm**

Haha, this should be interesting.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Bralbaard** on **December 02, 2010, 03:10:52 pm**

We thought we had beaten the undead menace here at Halltraded, but by Armok, we were wrong.... This could get interesting indeed :)

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Di** on **December 02, 2010, 03:49:17 pm**

You know, my opinion is that by this moment there isn't many of those who remember those old days. Current dwarves have forgotten heroic efforts of their predecessors. Even obsidian dam, the monument of dwarven ingenuity and persistence, well it just stands there. All they now think of is age of plump helmet roasts they eat and at which table to throw party. Dwaves have forgotten, and the trouble nested in the very heart of Halltraded. :D

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 02, 2010, 05:46:10 pm**

How can they forget when there are more tombs than bedrooms? I think they have grown inured to it. Also, are my reforms helping at all?  
I dug out the old workshops to make them more efficient and I had some cheaper housing made for the poor, usually they would be like 20db a month but these crazyass carpenters are making exceptional beds so everything costs too much!

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Demonic Spoon** on **December 02, 2010, 11:35:21 pm**

Quote from: Zrk2 on December 02, 2010, 05:46:10 pm  
How can they forget when there are more tombs than bedrooms? I think they have grown inured to it. Also, are my reforms helping at all?  
I dug out the old workshops to make them more efficient and I had some cheaper housing made for the poor, usually they would be like 20db a month but these crazyass carpenters are making exceptional beds so everything costs too much!

It almost seems as if you were deliberately attempting to lower the fps, exploratory mining? Shops? More workshops to make more crap? What is this?

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Demonic Spoon** on **December 04, 2010, 07:39:05 am**

Journal of Her Imperial Majesty Demonic Spoon, Queen of Queens, Goddess of Caves, Philosopher-Empress, Lady Supreme Absolute Ruler and Overlord of Halltraded for all ETERNITY, Keeper of the Artifacts, Protector of the People, Guardian of Ants, Eater of Brains, Blackboard Monitor and ZOMBIE.

The Temples, Factories, Altars and Shrines of BLOOD, SLAUGHTER, SUFFERING, DEATH AND BRAAAIINSS are once more in frequent use. The BLOOD and BRAAAINSSSS Shall flow from our livestock as we slaughter then all in sacrifice to ARMOK and as the UNDEAD ABOMINATIONS of this land are consumed by his HOLY CLEANSING FIERY BLOOD! GLORIOUS!  
A Zombie Fox that had somehow managed to sneak into the NECROPOLIS was given SWIFT JUSTICE!

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Maggarg - Eater of chicke** on **December 04, 2010, 09:20:03 am**

Maggarg actually died? Didn't see that coming, especially not in a mere mining accident. Dying that way after 20 years of surviving in Halltraded, weathering riots, sieges, booze shortages, floods, mad rulers, homicidal mad-dwarves, undead animals and hoity-toity elven diplomats is a bit of an anti-climax. At lest she's finally with the other founders and Christes now.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Demonic Spoon** on **December 04, 2010, 09:56:37 am**

Want me to raise her from the dead as well?

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 04, 2010, 01:21:24 pm**

Quote from: Maggarg - Eater of chicke on December 04, 2010, 09:20:03 am



Maggarg actually died? Didn't see that coming, especially not in a mere mining accident. Dying that way after 20 years of surviving in Halltraded, weathering riots, sieges, booze shortages, floods, mad rulers, homicidal mad-dwarves, undead animals and hoity-toity elven diplomats is a bit of an anti-climax. At lest she's finally with the other founders and Christes now.

My bad!

Also, what do you guys have against a robust economy?

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Bralbaard** on **December 04, 2010, 04:37:19 pm**

Nothing really. It's just that large numbers of objects like mined stone, or coins (if used in economy) slow down the game, especially for people on slower machines. Older complex fortresses like Halltraded already suffer from speed issues, so it's wise to try and keep the number of these items as low as possible. having 10.000 stones, or coins lying around can slow down a fortress to a crawl, so it's good practice to keep those numbers as low as possible. Having some high quality items produced by the economy for trading purposes is no problem however, it should also be noted that an economy does not need coins to run, in fact it probably runs better without them.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Di** on **December 04, 2010, 04:53:46 pm**

I believe Halltraded can trade away the crap it has already produced for years. The problem is pharaonic tradition of burial, they remain owners of items they've obtained during life. And legendaries and nobles tend to ignore all reasonable limits. The examples are Aria and one of consorts, they could arm up goblin army if they've clubbed together.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 04, 2010, 08:51:19 pm**

Ok, I am used to running at 20 FPS so it didn't bother me. Actually I like 20 FPS, even 50 seems a little fast for me and I got through a whole first year without getting several much needed things done at 100 FPS.

Yeah, I had a bit of a Take That! at our burial traditions in my in character posts, and then I succumbed and made one for me too. Who even dug out that random thing that I claimed? And what the hell is up with the Dungeon Master?

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Christes** on **December 04, 2010, 08:56:05 pm**

Quote from: Zrk2 on December 04, 2010, 08:51:19 pm  
Who even dug out that random thing that I claimed? And what the hell is up with the Dungeon Master?

I could probably tell you if we had a map uploaded with Points of interest labeled. \*Hint Hint\*

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 04, 2010, 11:10:12 pm**

It is connected to the necropolis by a staircase that come up in the foyer that has the axle going through it on the level with the nobles rooms. Also that level has housing for legendary dwarves. The actual room is two levels below that and one level below the obsidian casters.

DON'T USE THE EAST ONE!!!

Title: **Re: Halltraded succession game**  
Post by: **Christes** on **December 04, 2010, 11:59:07 pm**

So I look at Halltraded on DFMA, and that room appeared after (Name Here)'s turn. I believe it's related to this:

Quote from: (name here) on January 03, 2010, 09:53:24 pm  
5th hematite  
Armok calls me to take up the pick and build a farm room with the miners

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 05, 2010, 12:02:35 am**

My dorf thinks it was some sort of pagan temple, I claimed it cause it looked wierd and so was fitting because my dorf was going a little out to left field.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Christes** on **December 05, 2010, 12:07:27 am**

I uploaded the map:  
  
http://mkv25.net/dfma/map-9908-halltraded  
  
Feel free to add relevant points of interest, Zrk2.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 05, 2010, 12:36:30 am**

I added a bunch.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 07, 2010, 06:33:03 pm**

Demonic Spoon-Where are you???

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Christes** on **December 07, 2010, 08:01:48 pm**

Dude, it's only been three days. This is Halltraded.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 07, 2010, 09:01:08 pm**

Mmmm... Yes, good point. My bad.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Demonic Spoon** on **December 12, 2010, 05:10:31 am**

Ugh, slogging along in single digits numbers here, not fun.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 12, 2010, 12:51:17 pm**

Probably my bad.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Christes** on **December 12, 2010, 01:06:32 pm**

Quote from: Demonic Spoon on December 12, 2010, 05:10:31 am  
Ugh, slogging along in single digits numbers here, not fun.

You don't need to complete the year if you don't want to.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Demonic Spoon** on **December 12, 2010, 02:52:52 pm**

I think I'm gonna go for the end of Spring and then upload my save.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Bralbaard** on **December 18, 2010, 04:04:22 pm**

Any news yet?, if you can't make it to the end of spring, you could upload now as well, any progress is progress.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Demonic Spoon** on **December 22, 2010, 01:48:07 am**

Ugh, sorry guys, I was just suddenly hit by apathy in regards to Dwarf Fortress (might be because I finally decided to pick up morrowind, so far I'm impressed, pretty cool game, except for the bugs.), that, combined with the low fps means I'm still in granite. Didn't really do much. So here's a early Christmas Present for the next guy on the list!

Have a very Hallltrading Christmas! (<http://dff.d.wimbli.com/file.php?id=3592>)

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Di** on **December 22, 2010, 05:26:06 am**

Hm.. Braalbaard, could you compare the saves? With all init tinkering I could squeeze 22-30 fps after my turn, 12-22 after Zrk2 (man no cool), and (!!)

8-12 in Demonic Spoon's which is only two weeks further.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Demonic Spoon** on **December 22, 2010, 01:34:47 pm**

Strange, all I really did was make coffins and slaughter animals. I wonder why the fps is so much lower. Oh yeah, and the elven traders showed up, I walled them off for the lulz.

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Di** on **December 22, 2010, 02:21:34 pm**

Oh, I guess then it'll get better when they die then. ;D  
By the way, we did get elven caravan?

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Zrk2** on **December 22, 2010, 02:30:50 pm**

Quote from: Di on December 22, 2010, 02:21:34 pm  
Oh, I guess then it'll get better when they die then. ;D  
By the way, we did get elven caravan?

Yes, those are the **ELVEN TRADERS!!!** he was referring to.

And how did I kill the fps so bad? (much?)

Title: **Re: Halltraded succession game. Now with zombie overlord (40d)**  
Post by: **Bralbaard** on **December 22, 2010, 04:54:30 pm**

Quote from: Zrk2 on December 22, 2010, 02:30:50 pm  
Quote from: Di on December 22, 2010, 02:21:34 pm  
Oh, I guess then it'll get better when they die then. ;D  
By the way, we did get elven caravan?

Yes, those are the **ELVEN TRADERS!!!** he was referring to.

And how did I kill the fps so bad? (much?)

He asked because we were at war with the elves since my turn. Seems peace has been restored somehow. (but I say we kill the elven merchants just to be certain they don't ambush us again)  
I may check the FPS tomorrow, need to get some sleep now.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Di** on **December 28, 2010, 07:38:29 am**

Hey guys, how about we cut turn to a week...  
[Spoiler](#) (click to show/hide)  
of ingame time 😞  
Right now I've managed to crawl to the end of granite. I guess we need some serious hacking here, something like purifying magma rain or wholemap cavein. We have thousands of stone and coins and other crap, the surface is half covered in vomit and dwarves wear several pages of grime. I'm currently working on the last one, but I don't know if I'll have enough strength to finish it.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **December 28, 2010, 03:03:16 pm**

Quote from: Di on December 28, 2010, 07:38:29 am

Hey guys, how about we cut turn to a week...  
[Spoiler](#) (click to show/hide)  
of ingame time 😞  
Right now I've managed to crawl to the end of granite. I guess we need some serious hacking here, something like purifying magma rain or wholemap cavein. We have thousands of stone and coins and other crap, the surface is half covered in vomit and dwarves wear several pages of grime. I'm currently working on the last one, but I don't know if I'll have enough strength to finish it.

Let us know if the situation is improving, I hope we can prolong the history of Halltraded for a couple more years. (though apparently it leads to suffering for all involved both in the game, and those playing it.)  
  
I've got some ideas for a new game I'd like to host, but I'd prefer to wait untill the new version is out.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **December 28, 2010, 11:42:36 pm**

MUST NOT DIE!!!  
  
EVEN THOUGH I PERSONALLY TOOK A KNIFE TO THE FPS!!!

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **December 29, 2010, 03:52:14 am**

The last overseer should mint coins as a final act of FPS destruction ;)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Di** on **December 31, 2010, 05:46:49 am**

err.. guys, sorry to say that but you'll have to skip me.  
I failed to do anything to improve the situation. ( I wanted to create something similar to thermonuclear catsplosion but I'm 'not modder'). Not much progress in game actually.  
So you'll have to go with Demonic Spoon save.  
I won't be able to actively participate in next month.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **December 31, 2010, 07:29:54 am**

Quote from: Di on December 31, 2010, 05:46:49 am

I wanted to create something similar to thermonuclear catsplosion

Interesting... I've got no idea how to mod, but making coins spontanuously combust may work, on the other hand there might be collateral dammage to the dwarves carrying around money.  
  
I'll PM eviltwin.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **December 31, 2010, 08:13:07 pm**

How the hell did I kill the FPS so quickly?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **January 01, 2011, 03:56:49 am**

The fortress already had very bad FPS issues after cheddarius turn, due to large amounts of excess stone that had been building up over the years, Di cleaned up most of that, which made the FPS manageable again.  
I think the coins are the main problem, you can't destroy owned coins like you can destroy stone, another factor may be that population levels have been rising over the last couple of years, Halltraded has been without major disasters for a couple of years, we usually had population levels below 50. But one thing to remember is to never mint coins, the economy runs better without them :)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 01, 2011, 03:31:12 pm**

Below 50? I need to read the rest of this thread. What the hell did you guys do to it?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **January 01, 2011, 05:19:33 pm**

Everyone who takes a turn really should read the first few turns at least xD  
  
We almost got wiped out by undead fish at the beginning.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 01, 2011, 11:33:18 pm**

I noticed, I'm on page 8... Loong night ahead of me...

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Di** on **January 02, 2011, 08:32:59 am**

Quote from: Bralbaard on December 31, 2010, 07:29:54 am



making coins spontaneously combust may work

From what I know temperature is set up in material raws, so along with coins there would combust all other copper stuff. What I was thinking about is !!Sankis!! curse on fireimmune dwarves (and cats; and making plump helmets and wine and some wood not burning at that temp) so they would clean that place themselves. You see coins aren't the only plentiful owned items in the fort, in my previous turn I've mentioned huge goblinite veins in economy immune dwarves tombs. And that mechanisms stockpile near depot really reminds me weapon stockpile in the first matrix. I didn't succeed in that though.

Title: **Re: Halltraded succession game. (40d)**

Post by: **Zrk2** on **January 02, 2011, 06:14:56 pm**

I'll start a gulag-camp type thing for purging the useless in my turn.

Title: **Re: Halltraded succession game. (40d)**

Post by: **EvilTwin** on **January 02, 2011, 07:13:20 pm**

I will be jumping at it as soon as I have time... Got some experience with modding, though no serious stuff... should get that thing burned out the right way :)

Title: **Re: Halltraded succession game. (40d)**

Post by: **Zrk2** on **January 02, 2011, 08:17:33 pm**

Oh good

Title: **Re: Halltraded succession game. (40d)**

Post by: **EvilTwin** on **January 03, 2011, 05:24:33 am**

wow, it's slow. also this save seems to be modding-resistant...

Title: **Re: Halltraded succession game. (40d)**

Post by: **Demonic Spoon** on **January 03, 2011, 08:35:36 am**

Halltraded, the ultimate unplayable fortress, it's even unmoddable!

Title: **Re: Halltraded succession game. (40d)**

Post by: **Christes** on **January 03, 2011, 09:39:20 am**

Quote from: EvilTwin on January 03, 2011, 05:24:33 am

wow, it's slow. also this save seems to be modding-resistant...

hmm, how so?

Title: **Re: Halltraded succession game. (40d)**

Post by: **Zrk2** on **January 03, 2011, 03:44:49 pm**

I'll show it unplayable! I have built demiprojects at 8 FPS!

Title: **Re: Halltraded succession game. (40d)**

Post by: **Bralbaard** on **January 03, 2011, 04:41:16 pm**

Quote from: Zrk2 on January 03, 2011, 03:44:49 pm

I'll show it unplayable! I have built demiprojects at 8 FPS!

half projects?

Title: **Re: Halltraded succession game. (40d)**

Post by: **Zrk2** on **January 03, 2011, 05:13:54 pm**

A temple that wasn't big enough to warrant mega-project status, and being dorfy, it needed an adjective. It was based on the Temple of Solomon.

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**

Post by: **Beeskee** on **January 04, 2011, 06:19:13 pm**

From Page 16:

Quote from: Muno syoan on December 09, 2008, 07:50:12 pm

Because you're an optimist.

You believe this place will still exist in two years. :P

Hehe. I'm loving the story so far.

Long live Halltraded! (Though it sounds like it might be living at 1 fps soon.)

Title: **Re: Halltraded succession game. Now with tantrum spiral !!**

Post by: **Zrk2** on **January 05, 2011, 03:42:08 pm**

Quote from: Beeskee on January 04, 2011, 06:19:13 pm

From Page 16:

Quote from: Muno syoan on December 09, 2008, 07:50:12 pm

Because you're an optimist.

You believe this place will still exist in two years. :P

Hehe. I'm loving the story so far.

Long live Halltraded! (Though it sounds like it might be living at 1 fps soon.)

It would still be moving, and so playable, meaning it will be played.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Beeskee** on **January 05, 2011, 08:52:05 pm**

I think every long-running game thread has a post near the middle that says "Looks like it's about over" - and then I check the post date and see that it's from a year ago and the thread has 50 more pages of replies. :D

I caught up with this thread last night. Pure awesome. I do hope there is more. I've done a few low-FPS forts myself, though eventually I do end up starting over due to FPS or a new version.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **January 12, 2011, 04:21:05 pm**

Any news yet, eviltwin?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 16, 2011, 01:12:23 pm**

Another great lull in the sage of Halltraded...

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **January 16, 2011, 01:59:32 pm**

Time to skip, I believe.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 16, 2011, 02:51:57 pm**

Holy carp! I'm next, I think I had the last turn so if anyone else wants in they could but me.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **January 16, 2011, 04:40:08 pm**

Well, technically demonic spoon played the last turn, even if it was only a few months, there's nobody else on the list, so it's all yours.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 17, 2011, 08:31:57 pm**

Ok, I'll look into it tomorrow, I'm busy with a history summative today.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 17, 2011, 09:48:54 pm**

Ok, downloaded. Less than a month has passed. Are you guys sure no one else wants to go?

I'm getting ~11 FPS and I should be able to tolerate it as I have a fort with ~220 at the same rate. Holy crap, this fort is the slayer of FPSes. You guys have until Friday if anyone else want to take this turn, then I'll get into it solidly, if possible.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Randy Gnoman** on **January 18, 2011, 03:26:27 am**

I've been reading this, and am intrigued. I might be willing to try one of your turns, in spite of the low FPS.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **January 18, 2011, 02:04:36 pm**

Welcome :)  
If I understand this correctly, you can take Zkr2's turn, I guess we should wait for him to confirm this and post a save, since he made some progress (and any progress is good at this point) You can play a full year from whatever date the savegame has.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **January 18, 2011, 02:23:16 pm**

It's becoming obvious to me that people are less and less interested in this (probably because it's 40d). I think we should again consider ending it officially when people run out. I'd rather have that than have the thread just die.

If we can make it to the summer I'd like to take another turn, though. :P

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **January 18, 2011, 02:29:06 pm**

We'll keep it running for as long people want to play, I guess we'll abandon and open the fortress for adventurers once we run out of people completely.

I've got some ideas for a new succession but I'll wait untill the new version is out, which I guess, might be somewhere near summer :-).

Title: **Re: Halltraded succession game. (40d)**  
Post by: **EddyP** on **January 18, 2011, 02:36:19 pm**

Why not try cleaning the dwarves?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 18, 2011, 04:32:22 pm**

I had maybe a day or two, I just looked about to see if anyhting changed. Go ahead with the last posted save.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **January 18, 2011, 04:53:37 pm**

Quote from: EddyP on January 18, 2011, 02:36:19 pm

Why not try cleaning the dwarves?

This game runs on an old version (40d), dirt was not a major game slowing thing, back then. (correct me if I'm wrong)

Quote from: Zrk2 on January 18, 2011, 04:32:22 pm

I had maybe a day or two, I just looked about to see if anyhting changed. Go ahead with the last posted save.

this should be the latest save:

http://dffd.wimbli.com/file.php?id=3592

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Randy Gnoman** on **January 18, 2011, 10:58:01 pm**

Ack, sorry- I've got to take back what I said. Things just got super busy around here, so I won't have much time for gaming.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **January 19, 2011, 12:30:26 am**

Bralbaard, weren't you waiting for the new version last version? xD

Anyway, it seems like Halltraded is currently experiencing an event horizon. We might never make it past a certain point even with unlimited time to work on it :P

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **January 19, 2011, 01:14:56 am**

Probably, but I'll be very busy at work untill at least june, things should get better after that, hopefully the new version will be out by then as well.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 19, 2011, 05:12:40 pm**

I will likely play another year after exams are done. MAYbe before, my entire morning at school is now empty, so I can play like two hours at school every day... /lol

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 30, 2011, 09:22:02 pm**

We are now officially dead, unless I should re-seize power.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **January 31, 2011, 12:18:19 am**

Take it whenever you can, then.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **January 31, 2011, 11:03:26 am**

I guess I'd better take another turn. Just think, if I take long enough, we might accumulate a decent player list again. <.<

Sign me up! 8)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Megaman3321** on **January 31, 2011, 11:13:37 am**

I'll take a turn please. I hope my crappy laptop will be able to handle it. :-\

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **January 31, 2011, 01:52:41 pm**

I've updated the turn list :), if we manage to keep it going untill june, I might be able to take another turn as well.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **January 31, 2011, 02:08:55 pm**

Quote from: Keldor on January 31, 2011, 11:03:26 am

I guess I'd better take another turn. Just think, if I take long enough, we might accumulate a decent player list again. <.<

Sign me up! 8)

I just had a turn, Demonic SPoon played about a month, if you want to go now, you can use the last posted save.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **EvilFuzzy9** on **February 05, 2011, 12:39:16 pm**

I just got into 40d, and have just finished reading the thread. And I figure, what the hell, sign me up. If nothing else, you'll probably get a semi-funny oh-my-god-what-the-hell-have-I-gotten-myself-into post from me when my turn starts. (BTW, have any of you tried lowering the GFPS cap? I've seen it do wonders for FPS in slow forts -- reducing it from the default 50 to around ~15-20 should really help, if that hasn't been attempted yet.)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **February 05, 2011, 12:59:41 pm**



I've send Keldor a PM a couple of days ago, he has not responded yet, could you play your turn if Keldor does not respond in a couple of days, Zkr2?

I'll update the turn list.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **February 05, 2011, 01:00:49 pm**

double post deleted

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **February 05, 2011, 10:17:26 pm**

I'll start playing then, I may resort to genocide to save the FPS though. Remember Thorvak? The backlash and racial hatred starts now...

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 06, 2011, 12:32:44 pm**

Doh, I completely forgot! :o

I'll start up after lunch...

[EDIT] Umm... yeah.... anyone have a link to the last save?[/EDIT]

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 06, 2011, 01:33:43 pm**

[Excerpts from a musty old history book]

...then Demonic Spoon spoke again to the assembly, "You lads are nice enough and all, but I'm tired of leading. It's a rather boring job, really. Thus, I'm retiring. One of you can take over leading if you want."

So it was that on the 15th Granite, 321, Halltraded entered a state of anarchy, with no dwarf having time at the moment to fill the vacant position of leader.

This had some interesting economical consequences, for at that time the elven traders came to the trade depot only to find no one awaiting them to do business. It was later said that the broker at that time, one dwarf by the name of Zekrish, simply could not find his way to the depot without further instruction, a statement not totally surprising given Halltraded's classical disarray of tunnels. Indeed, the historical job register has Zekrish listed with "No Job" at the time in question. However, it is possible that this entry was never updated, as the Hoardmaster NTheGreat listed his job as "Store Item in Bin", possibly compromising his record keeping abilities at that instant (It is worth noting, however, that record keepers of that time period were said to be able to balance the export tables even as they fought off a random goblin snatcher. Nonetheless, NTheGreat has not been attributed with any particular skill with the ancient art of bookkeeping).

The anarchic upheaval also effected other walks of life in Halltraded. Foremost, the royal guard began to complain when their sparring partners didn't feel like showing up for practice. This resulted...

\*The book continues in this way for many more pages before any event of interest whatsoever is mentioned.\*

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **February 06, 2011, 08:24:25 pm**

Oh great. This should be a fun four months.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **February 07, 2011, 01:22:41 am**

Four months? That's for amateurs! ::)

Just make it entertaining, Keldor.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **February 07, 2011, 09:41:14 pm**

I have no doubt that he will.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 08, 2011, 07:44:46 am**

The communal anarchy of Halltraded continued, despite a minor plague of undead foxes.

**Skeletal Fox.**  
**'Zrk2' Oslankat, Weaponsmith cancels Store Item in Stockpile: Interrupted by Skeletal Fox.**  
**Erush Shorastgoden, Royal Guard cancels Sparring in Barracks: Going to bed.**  
**Catten Locungeshud, Jeweler cancels Store Item in Bin: Interrupted by Skeletal Fox.**  
**Vabôk Ozorolon, Captain of the Guard cancels Sparring in Barracks: No partner.**  
**'Thorvak' Ducimrigòth, Heretic cancels Store Item in Stockpile: Interrupted by Zombie Fox.**  
**Atir Adiludib, Furnace Operator cancels Store Item in Stockpile: Interrupted by Skeletal Fox.**  
**Cog âbirmôruî, Glassmaker cancels Go Shopping: Getting food.**  
**Lokum Gídhurlitast, Mayor has mandated the construction of certain goods.**  
**Tosid Othilfath, Dyer cancels Store Item in Stockpile: Interrupted by Skeletal Fox.**  
**Datan Urolurdim, Furnace Operator cancels Store Item in Stockpile: Interrupted by Skeletal Fox.**  
**Ingiz Masoscatten, Peasant cancels Go Shopping: Going to bed.**

Indeed, when Mayor Lokum Graspingtorch mandated 3 new sets of leggings, citing the recent clothing shortage that had many dwarves wearing only mud and vomit, she was confronted by members of the anarchist movement.

"I insist that someone make some pants for these dwarves! In fact, I mandate it! Get to work!"

"I'm sorry ma'am, you'll have to procure a requisition form from our supreme leader."

"And who might that be?"

"Dunno."

And so the gears of Halltraded threatened to grind to a full stop...

But this was before the ambush arrived...

An ambush! Curse them!

((I dunno guys, should my policy of non-intervention continue through the ambush? How long do you think it would take until a military dwarf noticed the goblin(s) beating up on the junk haulers?))

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Johnfalcon99977** on **February 08, 2011, 07:52:12 pm**

Can I join?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **February 08, 2011, 07:54:42 pm**

Why not?

I think you should just try and kill as many dorfs that aren't me as possible. That will rescue the FPS, and it will be hilarious.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **February 08, 2011, 09:33:02 pm**

Come on Zrk2, don't you want to be buried with the rest? I have two dwarves in the catacombs already (maybe 3 xD)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **February 09, 2011, 01:06:58 am**

Edited: (misinterpreted christes' post) :  
It would be sad to see named or other legendary dwarves fall because nobody responded to a skeletal fox or other minor intrusions.

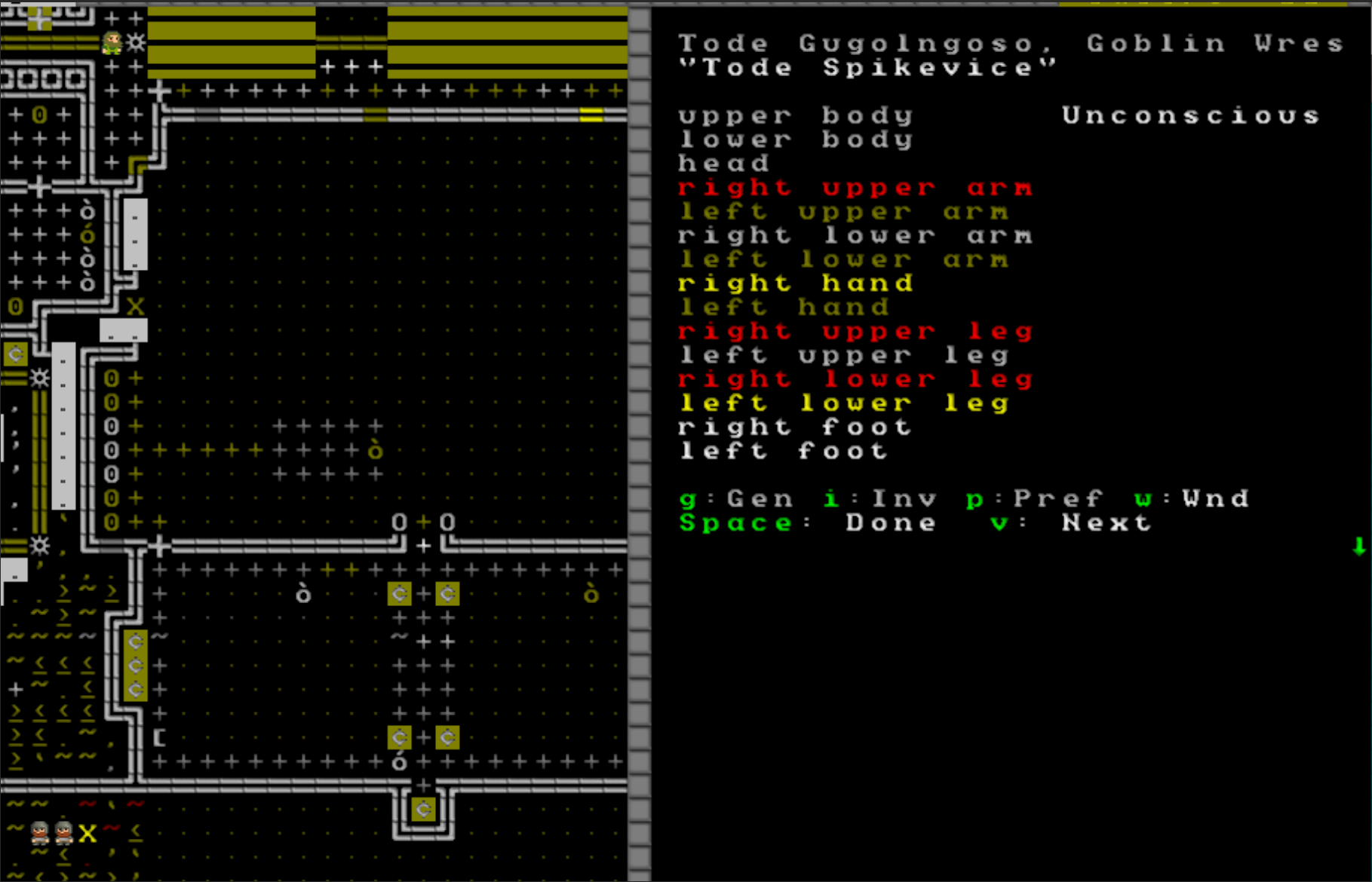
I've added Johnfalcon99977 to the list. It seems recent player names all end in a random number, makes it sound like the fortress will be run by spambots for a while. :)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **February 09, 2011, 07:16:05 pm**

It's cause most forums don't deal well with three letter names...

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 10, 2011, 02:03:18 am**

The goblin ambush was ill prepared to attack a single stray dwarf, let alone Halltraded. In fact, it was quite possibly the worst orchestrated attack in goblin history. The problem was, quite simply, that the ambusher forgot to bring any weapons, or, for that matter, companions. As it was, the lone goblin wrestler was soon brought down by a random siege operator along with a lyemaker, the latter receiving some rather nasty bruises, but otherwise unharmed.



This ill fated assault served to strengthen the opinion of the dwarves that the current state of anarchy was more than enough to survive amongst the perils of Halltraded...

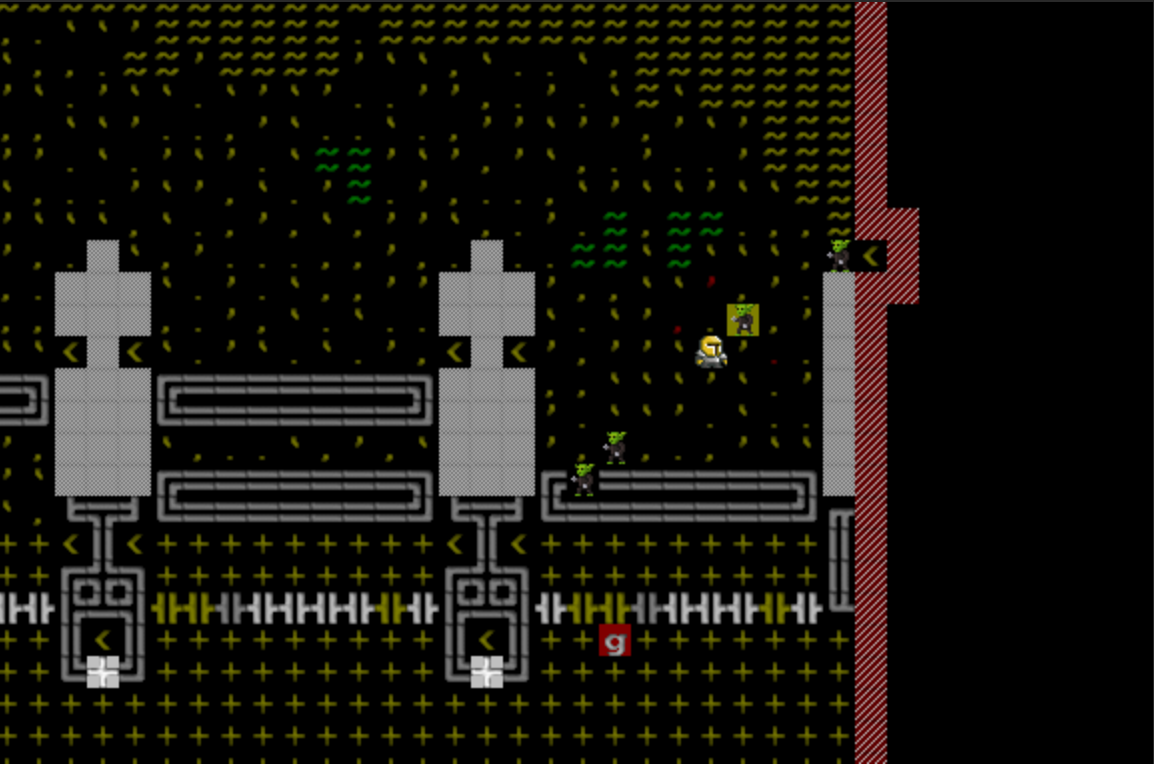
Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **February 10, 2011, 02:14:26 am**

It must have been a scout.

Despite the anarchy, could you slip in some orders to have excess stone destroyed? I guess that won't influence the current state of chaos too much, but it would make the fortress a bit more playable.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 10, 2011, 02:20:04 am**

This complacency nearly led to disaster. In a followup attack, a squad of goblin ambushers stormed the Great Dam, the one (known) entrance to Halltraded not defended by a row of menacing traps. It was fortunate indeed that the legendary macedwarf, Mafol Urnreign the Ancient of Whiskers, happened to be out on a walk, pushing her baby carriage ahead of her. Seeing the squad of wrestlers, led by a nasty looking axe-wielding brute, she scooped up her child, and, shielding the baby behind her mighty shield, The Scalded Contingencies, and proceeded to "play golf". One stroke was particularly masterful, sending its victim clean through the dam filtering grate.



**The Kills of Mafol Vucarikud Zustash Rikkir**

**Twenty-Four Notable Kills**

Estrur Terrortangled the goblin, d. 317  
Ber Yellsfiend the goblin, d. 318  
Ūsbu Deviltall the goblin, d. 319  
Dostngosp Cruelsneers the goblin, d. 319  
Osta Pointystolen the goblin, d. 319  
the elf, d. 319  
the elf, d. 319  
the elf, d. 319  
the elf, d. 319  
the elf, d. 319  
Snodub Auratorments the goblin, d. 320  
Ngoso Climatewraiths the goblin, d. 320  
Aslot Trappedwitches the goblin, d. 320  
Bosa Chunkruthless the goblin, d. 320  
Ngom Cruelcradled the goblin, d. 320  
Osnun Stolensea the goblin, d. 320  
Xuspgas Trottedevils the goblin, d. 320  
Ngom Tuftmenace the goblin, d. 320  
Mistem Jailmirror the dwarf, d. 320  
Angerwaves the skeletal deer, d. 320  
Ber Thiefmarsh the goblin, d. 321  
Bāx Scaldscorpion the goblin, d. 321  
Nguslu Jackallimb the goblin, d. 321  
Ngebzo Muddyincests the goblin, d. 321

**One Other Kill**

One skeletal deer in Halltraded

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 10, 2011, 02:26:38 am**

In the chaos, a goblin snatcher attempted to sneak past, only to be foiled by a skeletal deer. After a short scuffle, the antlered menace proceeded to chase the goblin deep into the cursed woods...





Post by: **Christes** on **February 10, 2011, 07:31:56 pm**

**Title: Re: Halltraded succession game. (40d)**

Post by: **Zrk2** on **February 10, 2011, 07:55:07 pm**

## How fares the dragon slayer heading our one (1!) squad?

**Title: Re: Halltraded succession game. (40d)**

Post by: **Bralbaard** on **February 11, 2011, 08:53:14 am**

Quote from: Christes on February 10, 2011, 07:31:56 pm

I think I remember Mafol.

I remember her, she took out most of the elves during the ambush of 319, also, there was a nasty incident with her baby and the fortress prison. Interesting to see she is still producing new ones.

**Title: Re: Halltraded succession game. (40d)**

Post by: **Keldor** on **February 12, 2011, 10:45:02 am**

Our Dragon Slayer is doing quite well. She even says she had a decent drink lately. In Halltraded?! I might have to look into that...

Spoiler (click to show/hide)

Dodók Keskaledan Dural Ilbād, "Dodók Shotstirs the Honor of Guile", Dragon Slayer

Dodd6K Keskaledan Dural Ilbâd has been ecstatic lately. She has been attacked by the dead lately. She slept in a bedroom like a personal palace recently. She had a satisfying sparring session recently. She talked with a friend lately. She admired own fine Bed lately. She admired a fine Floor Hatch lately. She took joy in slaughter lately. She had a pretty decent drink lately. She fired a fine Cattle Rifle arranged to take lately. She is romantically involved with Sarvesh Cradlerazor. She is an ardent worshipper of Datan the Crystalline Canyon. She is an enemy of The Heroic Seductions. She is a citizen of The Lashes of Squashing. She is a member of The Rack of Wine. Dodd6K Keskaledan Dural Ilbâd likes Pyrolusite, Gold, Golden bergyl, the color emerald and scepters. When possible, she prefers to consume Dargen Wine. She absolutely detests flies. She often feels discouraged. She enjoys the company of others. She doesn't need thrills or risks in life. She is trusting. She is candid and sincere in dealings with others. She is compassionate. She needs alcohol to get through the working day. She doesn't really care about anything anymore.

## The Kills of Dodók Keskaledan Dural Ilbåd

Estrur Sickflies the goblin, d. 307  
 Kutsmob Malignshowered the goblin, d. 307  
 Strodno Helllusts the goblin, d. 307  
 Ozud Crossedseduced the goblin, d. 307  
 Ngerxung Nourishedmalign the goblin, d. 307  
 Zolak Scardread the goblin, d. 311  
 Dostngosp Ghoulmeetings the goblin, d. 311  
 Xuspgas Doorplague the goblin, d. 311  
 Atu Passedthieves the goblin, d. 311  
 Ngokang Fellbuzzards the goblin, d. 311  
 Aspuz Seducetwig the goblin, d. 311  
 Nako Spiderplain the goblin, d. 311  
 Snodub Diemaligns the goblin, d. 311  
 Aslot Dawnedtortment the goblin, d. 311  
 Nako Agewitch the goblin, d. 311  
 Aspuz Flysplatter the goblin, d. 313  
 Ngom Grottoruthless the goblin, d. 313  
 Zolak Scorpionweaver the goblin, d. 313  
 Strodno Cruelslides the goblin, d. 313  
 Song Hellincests the goblin, d. 313  
 Charredguild the skeletal wolf, d. 314  
 Nako Profanesoil the goblin, d. 314  
 Smunstu Ghoulland the goblin, d. 314  
 Damsto Trotticks the goblin, d. 314  
 Em Taughthatred the goblin, d. 314  
 Kutsmob Apesjackals the goblin, d. 314  
 Nako Wickedfeet the goblin, d. 315  
 Zolak Seducebuds the goblin, d. 315  
 Stoizu Mobtick the goblin, d. 317  
 Usbu Doomwires the goblin, d. 317  
 Ber Incestspeckled the goblin, d. 317  
 Dostngosp Ghoulnamed the goblin, d. 317  
 Zolak Poisonathored the goblin, d. 317  
 Osnun Greaterwraith the goblin, d. 317  
 Utes Smokefell the goblin, d. 317  
 Kutsmob Scourgeburn the goblin, d. 317  
 Stoshub Stolendagger the goblin, d. 317  
 Bax Vilestance the goblin, d. 317  
 Osta Flickerfiend the goblin, d. 317  
 Gozru Hatedevil the goblin, d. 317  
 Ber Snotsfiend the goblin, d. 317  
 Ber Poisonbows the goblin, d. 317  
 Snodub Fataldoomed the goblin, d. 318  
 Kutsmob Hellpleats the goblin, d. 318  
 Strodno Throatortments the goblin, d. 318  
 Ber Spurnnightmares the goblin, d. 318  
 Ber Wickedrampaged the goblin, d. 318  
 Bax Witchglory the goblin, d. 318  
 Xuspgas Lullthieves the goblin, d. 318  
 Gozru Flyblotch the goblin, d. 318  
 Bosa Wickedfork the goblin, d. 318  
 Atu Mournedcruel the goblin, d. 318  
 Ngerxung Sinewhate the goblin, d. 318  
 Zom Admiredhates the goblin, d. 318  
 Bekor Blossomedglazed the human, d. 319  
 Olngö Hateclaps the goblin, d. 320  
 Stäsost Rawnesscruelty the goblin, d. 320  
 Nguslu Utterdoom the goblin, d. 320  
 Ngokang Enterevils the goblin, d. 320  
 Ngerxung Vicesavage the goblin, d. 320  
 Kutsmob Scaldedthieves the goblin, d. 320  
 Osta Bridledlies the goblin, d. 320  
 Nguslu Nationsscorpions the goblin, d. 320  
 Zedan Jewelwarmth the Sizzling Wealth the dragon, d. 320  
 Atu Tormentbetwitched the goblin, d. 321  
 Stäsost Spiderwaded the goblin, d. 321  
 Stoizu Monstershaken the goblin, d. 321  
 Aslot Swallowspiders the goblin, d. 321  
 Olngö Malignedsprinkled the goblin, d. 321

Eight skeletal foxes in Halltraded  
Ten skeletal deer in Halltraded  
Ten zombie foxes in Halltraded  
Nineteen zombie deer in Halltraded  
Two foxes in Halltraded  
Three deer in Halltraded  
Two zombie wolves in Halltraded  
One zombie black bear in Halltraded

I notice that Bralbaard's tomb is flooded. Is this intentional? <.<

Aww - it appears we have a Stray Hydra following our dungeonmaster around...

And that's nearly an entire month without anything interesting happening whatsoever. This anarchy thing just isn't working too well.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Di** on **February 12, 2011, 03:44:11 pm**

Quote from: Keldor on February 12, 2011, 10:45:02 am

Aww - it appears we have a Stray Hydra following our dungeonmaster around...

Is it? I can't say for sure but I don't think it was DM who tamed it. Hydra was caught by Cheddarius and tamed during my reign. Please make sure it doesn't share fate with our first dragon.

Quote from: Bralbaard on February 10, 2011, 02:14:26 am

Despite the anarchy, could you slip in some orders to have excess stone destroyed? I guess that won't influence the current state of chaos too much, but it would make the fortress a bit more playable.

By the way did anyone notice that there are 2 thousands or so of mechanisms? I suggest they be treated as stone too.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **February 12, 2011, 10:20:57 pm**

Just smash everything.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Johnfalcon99977** on **February 13, 2011, 08:54:01 pm**

I have no idea whats going on, **BUT I DON'T CARE!**

**I'M STILL JOINING!**

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 18, 2011, 04:48:36 am**

It came to pass eventually that the dwarves of Halltraded got bored with their anarchy, and so decided to again appoint a leader. Thus it was agreed that whichever dwarf thought up the most interesting project should oversee its completion.

Many wild ideas were put forth, such as a scale model of the original Halltraded, which was discarded due to the complete deforestation of the surrounding area, thus making it impossible to accurately portray the evil forest, to the construction of a giant castle of pure gold, which was rejected as being "too unoriginal".

The disputes continued, until at last an engineer by the name of Ustuth Beardedarmor, or Hairy Ann as everyone called her on account of her huge bushy beard, came up with a plan that delighted all the dwarves.

The plan was simple in the extreme, yet it promised to deal with the problem of excess goblinite, as well as solve unemployment, which had reached record highs during the month of anarchy. It did, however, require a test of physics.

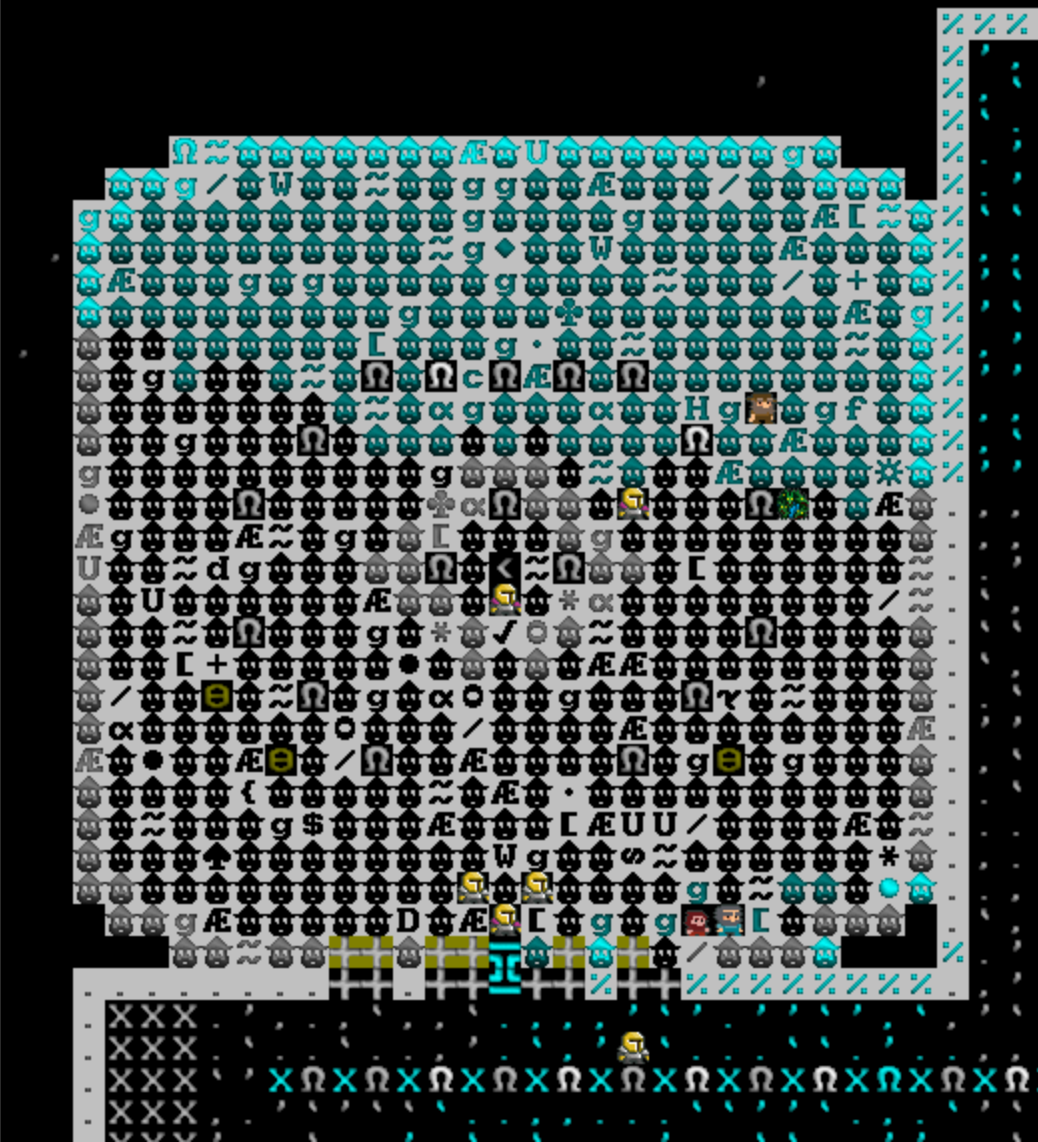
Some dwarves believed that the transport of lava across arbitrary political boundaries would cause an abrupt end of the world. This was to be tested in the small scale before the project could be started in earnest...

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 19, 2011, 02:42:04 am**

Spring continued much the way it always had at Halltraded. Haulers hauled, miners mined commentary into the stone,



and the military protected the haulers from random zombies.



Nowhere was Hairy Ann's project being worked on in particular, much to her chagrin.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **February 26, 2011, 08:11:11 am**

On the 7th of Felsite, the dwarves of Halltraded awoke to a gruesome scene.



Upon investigation, it was clear that sometime during the night, the elven merchants had snapped, and, as elves are wont to, gone into a frenzy, scratching at each other and at their pack animals. Needless to say, the pack animals won, with a single mule singlehandedly killing off all the insane elves. The dwarves fondly named it Talaela Nicana Sesi, or Flankedmouth the Verse of Shooting.

The investigation also revealed one possible reason for the incident. Sometime during the rule of the previous leader, the entrance bridge had been retracted, or perhaps simply never built at all. A more sinister facet was the fact that the entrance doors back into the fortress had been walled off, completely trapping the elves within the trade depot.



Title: **Re: Halltraded succession game. (40d)**  
Post by: **Argonnek** on **February 26, 2011, 01:03:59 pm**

Despite the FPS-induced slowness, this fort is still awesome.



Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **March 04, 2011, 10:06:49 pm**

Oh, Bralbaards tomb? That was me, I wanted to prevent grave-robbing...

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **March 08, 2011, 09:56:42 am**

Ahahaha, awesome as always Keldor. And that was me that walled off the elves.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Keldor** on **March 09, 2011, 11:41:07 am**

The days of Felsite dragged on and on, and it felt to the dwarves that even the gods were procrastinating and contributing to the lethargic passage of time.

Hairy Ann's prototype was no further towards completion than it was a month ago, and she was beginning to get seriously annoyed.

"What do you mean there's no direct access to the pumps?! I know that they're going to be pumping magma and all, but how did ye expect them to work at all when no dwarf can get to them to pump the durned things?!" Hairy Ann screamed at a passing miner, "Also, why have I been seeing you in the riverbed so often?! I've told ye not to haul anything, yet ye keep going down there for some reason! I know the only way out of the fort is through there, but I've seen ye go in, and it be hours before you come out again!"

Whatever the miner's response would have been, it was lost as a furious Count Consort rounded the corner and shouted to Hairy Ann, "There ye are! Ye're goin' to go about and tell all the dwarves that I've had enough! If I see another one of our storage bins disappear when a caravan leaves, there will be hammerin'! No doubt that's also where all my green glass requests have gone to, being exported by the binfull! Tell them that this had better not happen again!"

Udib Coglocun, "Udib Bootrose", Count Consort

Owned Objects:12

Holdings:

Throne Room

Great Bedroom

Great Dining Room

Mausoleum

4 Chests

2 Cabinets

2 Weapon Racks

2 Armor Stands

Needs:

Great Bedroom

Great Dining Room

Mausoleum

3 Chests

2 Cabinets

2 Weapon Racks

2 Armor Stands

Mandates:

Export of green glass items Prohibited

Export of bins Prohibited

Enter:

View thoughts and preferences.

r:

View relationships.

y:

Customize.

As the Consort stormed off, Ann turned back to the miner. "Well, looks like it be yer lucky day, I have other things I need to do. But if I catch ye lollygagging again, I'll.. I'll tell the Count Consort that ye're the one that been hiding all the bins!" With that, Hairy Ann stormed off. Evidently she had yet another lost stockpile full of bins to track down.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **April 05, 2011, 12:55:57 pm**

There are still people waiting in line for Keldor. Do they want to play still?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Edosurist** on **April 06, 2011, 10:56:22 pm**

... this is still going? I remember reading this a year ago, when I first got into DF.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **April 08, 2011, 11:50:52 am**

I think it's still going, since 2008 actually. but I'll send Keldor a PM just to be sure :)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **April 14, 2011, 08:52:05 pm**

I'm still checking in a bit.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Argonnek** on **April 15, 2011, 12:24:11 am**

[Quote from: Zrk2 on April 14, 2011, 08:52:05 pm](#)  
I'm still checking in a bit.  
Me too. I eagerly await the next installment.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **April 15, 2011, 01:39:35 pm**

It's been a week since I send Keldor a PM, and well over a month since his last update. I guess I'll send him another PM to ask if he can send us the savegame, if he's unable to continue.

I propose we wait a few days to see if a savegame or update is posted, if not, we'll have to continue from before Keldors turn. Zkr2 is the next player on the list.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **April 22, 2011, 01:40:18 pm**

I should be able to download it after the weekend. VIVE LA HALLTRADED!

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **April 29, 2011, 05:54:24 pm**

DOWnloading now, I should get some playing done (at a leisurely pace, but that's nothing new around here) in the next week.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **May 13, 2011, 03:00:17 pm**

Any news yet?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **May 15, 2011, 02:26:22 pm**

Computer derp'd, have to redownload the save.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **PFactorial** on **May 21, 2011, 05:10:57 pm**

May I join? Or is it too late?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **PFactorial** on **May 21, 2011, 05:12:39 pm**

Shoot. This game is 40d? Then I suppose I can't join.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Japa** on **May 23, 2011, 01:32:18 am**

You can always download 40d.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **May 24, 2011, 02:15:58 pm**

Quote from: PFactorial on May 21, 2011, 05:10:57 pm  
May I join? Or is it too late?

Use the last save available, I just got Europa Universalis III, and TBH I really won't be getting anything else done anytime soon.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **June 02, 2011, 06:04:32 pm**

Uh oh, did I kill it finally?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **EvilTwin** on **June 06, 2011, 05:56:57 pm**

Hopefully :D We need a new Halltraded after the next version :)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **June 07, 2011, 08:38:36 am**

I was abroad for the last two weeks and didn't check the forums.  
There are still people on the list, so I've send a PM to Megaman.

Quote from: EvilTwin on June 06, 2011, 05:56:57 pm  
We need a new Halltraded after the next version :)

I've got something planned for the new version, it will take a bit more preparation and planning than the average succession game, so expect something a few weeks after release.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **EvilTwin** on **June 07, 2011, 12:28:38 pm**

Quote from: Bralbaard on June 07, 2011, 08:38:36 am  
I was abroad for the last two weeks and didn't check the forums.  
There are still people on the list, so I've send a PM to Megaman.

Quote from: EvilTwin on June 06, 2011, 05:56:57 pm  
We need a new Halltraded after the next version :)

I've got something planned for the new version, it will take a bit more preparation and planning than the average succession game, so expect something a few weeks after release.

Will it involve some Fun modding with the new syndrome stuff? Because that would be awesome :)

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **June 08, 2011, 12:35:14 pm**

\*goes into a secretive mood\*

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Argonnek** on **June 08, 2011, 12:39:11 pm**

Bralbaard withdraws from society...

Title: **Re: Halltraded succession game. (40d)**  
Post by: **mcclay** on **June 09, 2011, 04:37:11 pm**

this is awesome

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Megaman3321** on **June 11, 2011, 12:11:27 am**

Okay, so right now I have marching band camp, on top of Anthropology, on top of AP American History, on top of getting BSOD's on my computer when I play DF....

I don't have any time. Sorry guys. :(

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Zrk2** on **June 11, 2011, 12:13:46 am**

Quote from: Megaman3321 on June 11, 2011, 12:11:27 am  
Okay, so right now I have marching band camp, on top of Anthropology, on top of AP American History, on top of getting BSOD's on my computer when I play DF....  
I don't have any time. Sorry guys. :(

AP classes now? Wat?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **June 11, 2011, 12:17:49 pm**

I've send evilfuzzy a pm.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **July 14, 2011, 02:13:29 pm**

So this is dead then? :(

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Haspen** on **July 14, 2011, 02:17:21 pm**

We could let it die off.  
  
Isn't halltraded a mountainhome yet? Can't you just abandon as the King means it will 'stay alive'?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **July 14, 2011, 02:34:53 pm**

Nope, its not. I suppose we could make that our new goal whereafter we could retire it? Or Bralbaard could just start this new succession he's been promising us.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Christes** on **July 14, 2011, 06:48:42 pm**

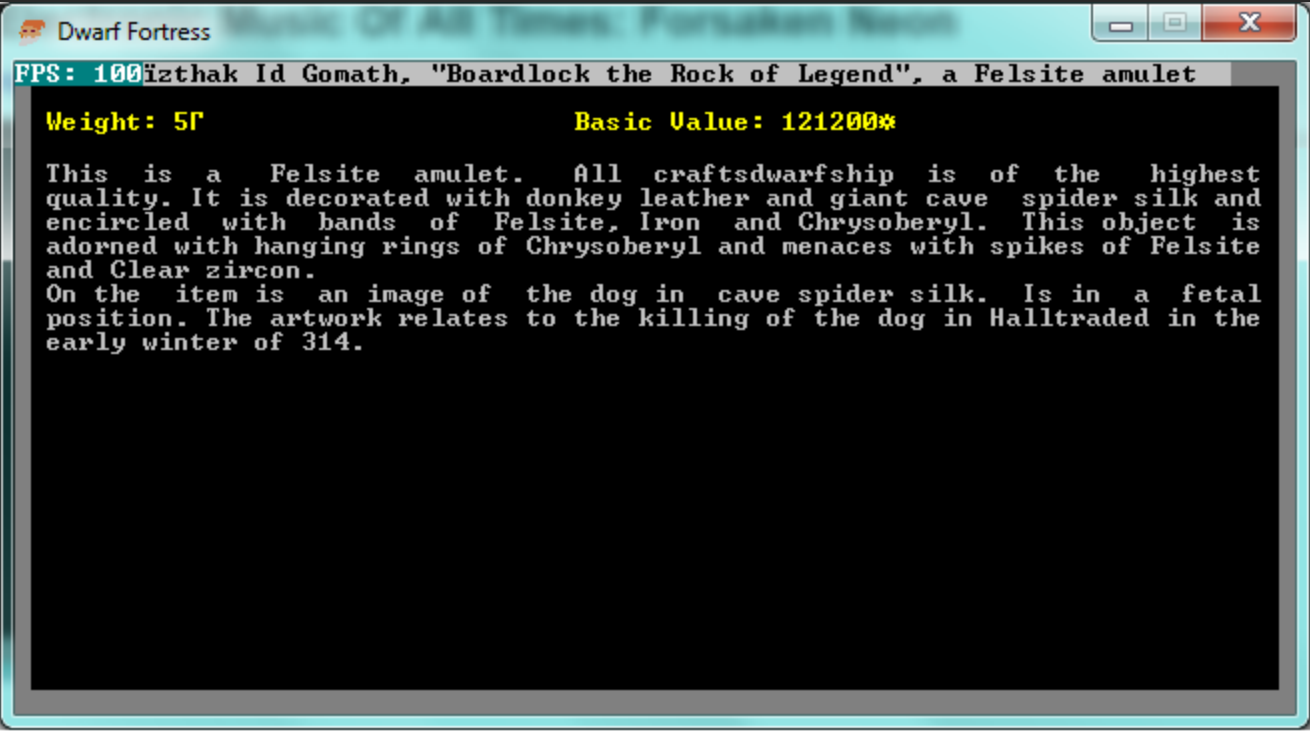
I'd love to see HT become the mountainhome, myself.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **July 15, 2011, 12:58:39 am**

All we need is another 24 dwarves to bump our pop up to 140 really.  
  
EDIT: Just had a migrant wave of 4 dwarves, just another 20 to go.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **July 15, 2011, 07:22:33 am**

Journal of Her Imperial Majesty Demonic Spoon, Queen of Queens, Goddess of Caves, Philosopher-Empress, Lady Supreme Absolute Ruler and Overlord of Halltraded for all Eternity, Keeper of the Artifacts, Protector of the People, Guardian of Ants, Eater of Brains, Blackboard Monitor and ZOMBIE.  
  
A high priest of this cult called "economy", called a "tax collector", has arrived along with three more drains on society.  
  
A fey child has created a rock of legend, worth 121,200 dwarfbucks.



I have designed a cunning trap to lure and entrap the leader of the "economy" cult called the "monarch", apparently he will move to whichever dwarven fortress is the greatest in the world. While Halltraded is of course already the greatest, as its bloodstained history can attest, there are other fortresses with more dwarves. As such I will lure more useless morons into our great halls via the making of



useless trinkets, and thereafter dea with this interloper into my realm when he comes haplessly wandering in. Muhahahahahaha!

P.S. Work has been started on Project !!River of Fire!!

P.P.S. Some peasant has given birth to a baby girl, pushing our population up to 121.

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Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **July 16, 2011, 10:11:30 am**

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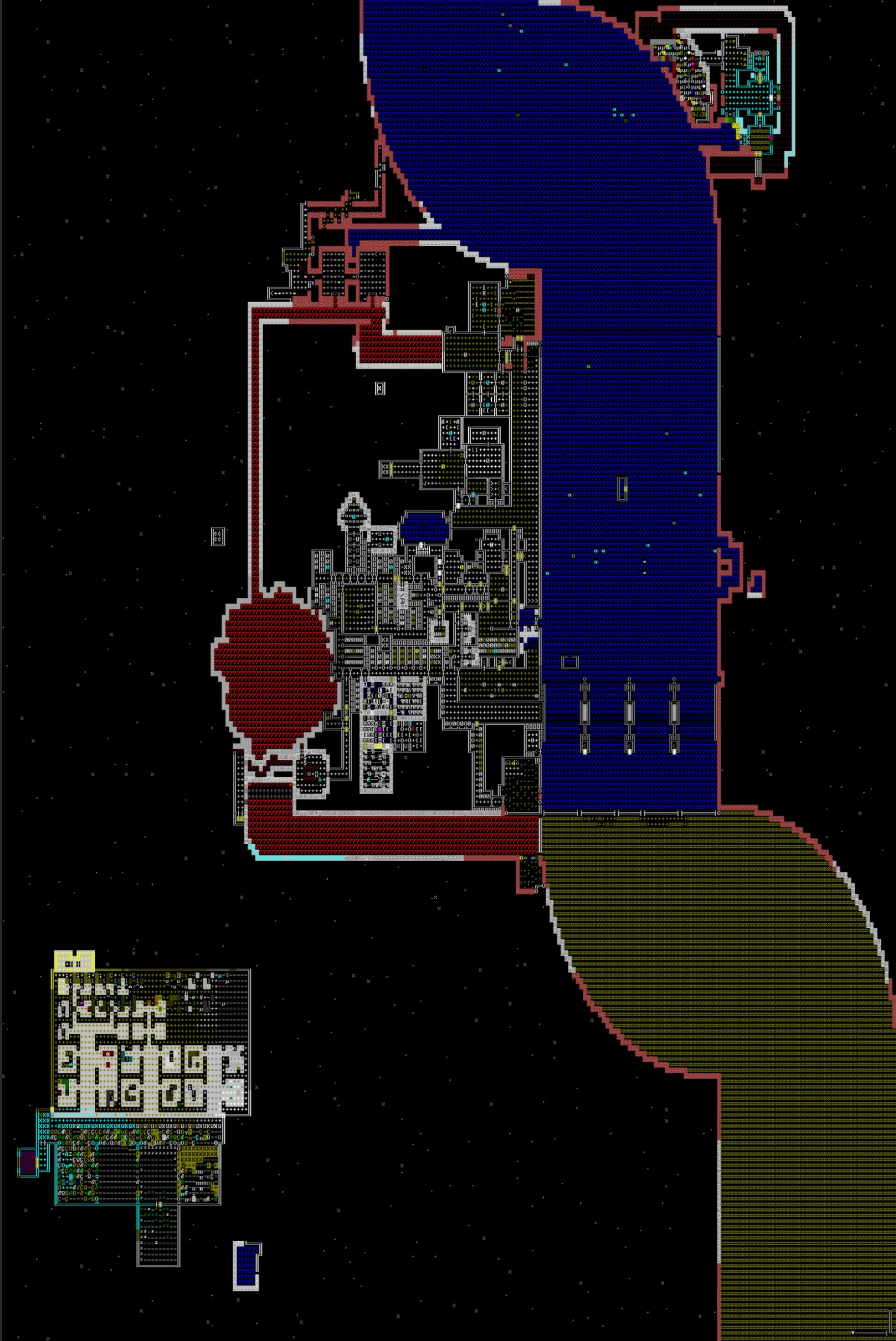
Journal of Her Imperial Majesty Demonic Spoon, Queen of Queens, Goddess of Caves, Philosopher-Empress, Lady Supreme Absolute Ruler and Overlord of Halltraded for all Eternity, Keeper of the Artifacts, Protector of the People, Guardian of Ants, Eater of Brains, Blackboard Monitor and ZOMBIE.

Summer & Autumn

Humans arrived, traded, no mishaps.

[Spoiler](#) (click to show/hide)





Work has been completed on Project !!River of Fire!!. All components appear to be functioning as designed after initial testing. Project !!River of Fire!! is currently warming up for full flow. Awaiting arrival of individual designated as "Monarch" for virgin activation of !!River of Fire!!. Code Poseidon has been engaged in preparation for activation of Project !!River of Fire!!. Dwarven caravan has arrived, bought what was needed, gave them a lot of junk, especially mechanisms, and some offerings for the "Monarch". Expect a migrant wave pushing our population up to the required amount. In related news the Countess has had a child pushing our population up to 122. Goblins have been suspiciously quiet though the fauna is a menace as always...

Dead trees grow too slowly and there is a mild wood shortage, though nothing serious and some other mechanical contraptions could be cannibalised in order to complete Project !!River of Fire!!. The east bank of the river has been isolated from the main fortress again in order to protect against wandering animals and ambushes from that direction. Waiting for migrants is boring. I'm considering arranging a game of goblinball to pass the time.



Cryptic Scribblings within the Waterlogged Journal of the Mad Overseer  
Demonic Spoon retrieved from remains of her apartments after the Carp Return Accidental Mishap

9 more to go. Cloth industry booming. Newly installed weapon traps have been effective against the deer menace as squads complain if left on duty too long and suicidal maniacal mechanics expose themselves to the rest of the herd to reset one cage trap. Nothing else really happening, same old, same old. Engravers have been busy though, must have gotten a creative surge or something. Where are the goblins? Something is wrong.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **July 29, 2011, 01:01:36 pm**

It lives!

I've been neglecting my duties in this thread a little, we really need to keep it going untill the new version is out, I'll start the new game when it arrives. The fact that we haven't atracted a king yet says something about the amount of tragedy we've had here, we never had a large population because of that.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **July 29, 2011, 01:28:14 pm**

Our population has reached the required size, awaiting count's promotion to duke. If it does not happen he may have to be executed in the hopes of one immigrating.

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **August 03, 2011, 01:10:16 pm**

Happy third anniversary, Halltraded!

\*organizes a party at the booze stockpile\*

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Demonic Spoon** on **August 03, 2011, 03:16:24 pm**

Meh, I'm not really in the mood to wait forever until our count is promoted. Anyone else willing to babysit the fort till then?

Title: **Re: Halltraded succession game. (40d)**  
Post by: **greatorder** on **August 03, 2011, 04:21:37 pm**

longest running fort I've seen!

I'd babysit, but I can't be arsed to get 40d :P

Title: **Re: Halltraded succession game. (40d)**  
Post by: **Bralbaard** on **August 04, 2011, 12:59:56 pm**

Quote from: Demonic Spoon on August 03, 2011, 03:16:24 pm

Meh, I'm not really in the mood to wait forever until our count is promoted. Anyone else willing to babysit the fort till then?

Upload the save, I'll PM johnfalcon, he's still on the list. If there's no response I may pick it up.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Demonic Spoon** on **August 04, 2011, 02:24:32 pm**

Save (<http://dff.d.wimbli.com/file.php?id=4778>)

Our pop was a nice round 150 when a metalsmith got struck down for reasons unknown. May have had something to do with a mandate even if we have no justice system.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Bralbaard** on **August 06, 2011, 12:27:03 pm**

Johnfalcon can't play. I'll download the save, but progress will be slow. If anyone, at anytime wants to take over, let me know. We've reached the end of our list of players so you can start right away.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Christes** on **August 06, 2011, 02:10:45 pm**

I might be able to take another turn in a week or so.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Haspen** on **August 06, 2011, 02:14:57 pm**

Hrrrm, I have much better PC than the time I wanted to get on Halltraded. What was it, year or two ago? :P

I will download the save and see if the game is going on workable FPS for me.

EDIT: Hijacked, I get 20-25 FPS which is pretty workable amount for me :D

How long I can has the save? Until spring?

EDITEDIT: Yay I think I found the entrance!

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Christes** on **August 06, 2011, 04:46:08 pm**

As long as you like, probably. At this point we are getting ready to close HT down, so THE GOAL IS NOW TO GET THE KING AND THEN RETIRE THE FORTRESS.

\*ahem\*



But yeah, do whatever you like but sorta keep that goal in the back of your head.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Haspen** on **August 06, 2011, 05:06:56 pm**

The royalties promotions are happening in autumn so I think I have some time before we get the king :P

Maybe he will arrive next spring if everything will go OK.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Christes** on **August 06, 2011, 06:14:05 pm**

Sounds good, just keep us apprised.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Demonic Spoon** on **August 08, 2011, 01:36:02 am**

I waited a entire year for the count to be promoted. It didn't happen. There might be hidden requirement I missed or we have to execute him and hope a duke shows up.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Haspen** on **August 08, 2011, 06:39:55 am**

Well, the game progresses slowly. As soon as I will get few log entries I will post it, maybe with some screenshot if something important happens.

Title: **Re: Halltraded succession game, three years (real time) and still alive. (40d)**  
Post by: **Demonic Spoon** on **August 08, 2011, 11:33:22 am**

Oh, just remembered that I forgot to put notes on my levers controlling the magma river. It should be impossible to accidentally flood the fort while using it however so feel free to experiment.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **EvilTwin** on **August 10, 2011, 08:20:03 pm**

It would be awesome to take the map and remake it in DF2010... That would actually be kinda awesome, and I will probably do that... Are there any utilities to easen it all up? Like, say, something that exports the whole map into a file and then rebuilds that from scratch at a new embark?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **MarkedPariah** on **August 16, 2011, 07:04:23 pm**

Wow this is such a long epic game. I just read through every single post on here! I would love to attempt a turn at this but what is the file this game runs on? I just barely got into df a month ago.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **August 20, 2011, 06:06:14 am**

It runs on 40d, the link to the download page is in the first post. I'll add you to the turn list.

Also, is there any news yet, Haspen?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Haspen** on **August 20, 2011, 06:24:45 am**

Sadly, none to little. After turning on Halltraded for second time, the game slammered to 10 FPS and stays like this, so I barely got to late Galena. Dwarves mooove sooo slooow.

I will get to autumn and then post journal logs and other things. It's been rather peaceful summer.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Haspen** on **August 21, 2011, 03:25:46 am**

27th Felsite 325

I am called Haspen, and I'm lowly stoneworker.  
I don't know who made the lottery but I was choosen as next ordinator and administrator of Halltraded.  
Welp. Let's see if the plans and notes and everything bureaucratic is something I can decipher.

8th Hematite, 325

It isn't that bad. Few crucial dwarves, like our manager, are resting in prison now.  
No wonder that nobles are pissed and in turn, no one is writing up produciton notes for their mandates!  
This is a stupid loop. All of it's craftdwarfship is utterly idiotic.

10th Hematite, 325

Goblins are attacking!  
I've sent the champions to guard the entrance.

14th Hematite, 325

Goblins defeated! I wonder who will clean the mess, as it won't be me.

17th Hematite, 325

Some skeletal wolves are harassing various civilians near the main entrance.  
Champions have been dispatched to deal with the undead.  
Also, after long debate, Lokum has been elected Mayor for next year.

8th Malachite, 325

Due to the loop of justice stupidity, no one made any mandated items.  
Our legendary miner Lokum has been senteced to five hammerstrikes, I hope he will survive.

16th Malachite, 325

Lokum survived the hammerstrikes without even a scratch.  
And my personal tomb has been completed. It's just behind the farms, with modest trap system so my remains can rest in peace.

19th Malachite, 325

I just received news that Zrk2 have starved to death. This is something I cannot comprehend, I thought he was fed?  
Now I have to find a new manager in shortest time possible. Let's see if there are any candidates...  
PS: I've appointed some random peasant as a new manager. Hopefully I can Zrk2's office or find a room that could serve as one.

24th Malachite, 325

Against much of the populace, I have banned statue room and well room from being party places.  
Now they are designated meetings halls. Whilst I made myself some enemies, this will only serve to increase efficiency of the populace.  
I also made one of peasant ladies a Nurse. Her sole duty now is to tend to wounded and imprisoned dwarves, if we will have any in future.

13th Galena, 325

I've ordered mass engraving of entrance pit and corridors at bedroom level.  
Hopefully it will net me some money on my bank account! As well as push Halltraded wealth over eleven million.

19th Galena, 325

Dragon! Megabeast have arrived in Halltraded!  
I've dispatched our military, as I'm confident in their skills.  
PS: Dodok, our Dragon Slayer, singlehandedly pulverized the threat. He has been named Slayer of Two Dragons to imply his multi-kill.

1st Limestone, 325

Autumn has come! Three months of my reign and nothing terrible has happened.  
I kinda like it that way.

---

Meh, nothing worth of a screenshot yet. No artifacts or crazy supersoldiers on rampage either.

Should I continue to winter?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **August 21, 2011, 11:10:14 am**

Totally.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **September 09, 2011, 03:48:19 pm**

Any news yet?, if not could you upload the save?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Haspen** on **September 09, 2011, 04:04:18 pm**

Yeah, sorry for the wait. Kinda forgot about it and low FPS wasn't helping.

Here is the save. (<http://dffd.wimbli.com/file.php?id=4930>)

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **noodle0117** on **September 10, 2011, 08:09:58 am**

wow, this is definitely a succession with a loooooooooooooong history (compared to most others I've seen).

quite amazing, truly quite amazing.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **September 11, 2011, 05:23:50 am**

I've send Christes a PM.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 11, 2011, 11:39:01 am**

I'm taking quals next week. I should be able to take over after next Wednesday (in ten days).

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Demonic Spoon** on **September 11, 2011, 02:28:57 pm**

By this point I recommend just killing the count, he must be bugged or something. And try not to kill any other dwarves, it took forever to get our population to the required amount.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **MarkedPariah** on **September 14, 2011, 11:21:08 pm**

Hey sorry but I can't take my turn because I am incredibly busy trying to write essays for colleges and scholarships. Sorry for the late reply!!! It would probably run too slow on my computer anyways :P

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **OmnipotentGrue** on **September 18, 2011, 08:29:14 am**

Holy christ this is still going. Kudos to you folk - now, to read it all over again!

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 21, 2011, 05:36:47 pm**

I can start now. But here's the question: Our current goal is to get the monarch, so how much of a write-up should I be doing? I might just let it run in the background.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **September 25, 2011, 01:48:09 am**

Halltraded probably runs itself without much problems now, feel free to try that. She could however still surprise us with some catastrophy. we don't need a day to day event log. Keep us informed about the unusual stuff. (and have fun!)

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 25, 2011, 02:58:53 am**

Journal of Ziriltharnas, firefighter of Halltraded

Once again the dwarves of Halltraded have declared me their leader. The fortress is quite stable at the moment, so I will only periodically record things of interest. Our current objective is

14 Limestone 325: A human diplomat came by today and said that "It's such a pleasant place you've carved out for yourself". Is he looking at the same thing I am?

16 Limestone 325: A caravan from the Mountainhome came by. We donated 100,000 dwarfbucks worth of food, and traded for a few minor things.

18 Limestone 325: I have ordered more tombs erected in the remains of Old Halltraded. Once again, all dwarves will have tombs. Recent births and immigrants don't have tombs.

3 Sandstone 325: I noticed something today:

Spoiler (click to show/hide)



There appear to be goblin remains in the mechanism's of Christes' old pump tower. I have no idea how they got there, or how long they've been there. I don't even know how they could have gotten there!

OOC: This place is a mess. Everything in Old Halltraded has been turned into tombs. Bedrooms, the ancient mechanical tunnels, and even the old well have all been walled off and replaced by tombs. This is confusing to *me*, and I've been following it! Random notes are also everywhere, many of which no longer make any sense.

What actions should I take to get the king?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 25, 2011, 03:14:16 am**

lol

"A migrant has arrived" (A Jeweler, btw)

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Argonnek** on **September 25, 2011, 03:17:30 am**

Look on the nobles screen. Id the King's considering coming to this unparalleled catastrophe of a fort (that manages to succeed anyway), it'll say something like "the incoming king." He likes exported wealth, road value, and donations to the mountainhomes.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 25, 2011, 03:51:57 am**

We don't even have a duke yet.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Zefferin** on **September 25, 2011, 04:02:38 am**

After I finish reading battlefailed, and read this one, I could take a turn on this if there is a need?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 26, 2011, 12:05:02 am**



12 Granite 326: A vile force of darkness has arrived! I don't care if the squad leader is asleep! Take apart the bed if you have to!

16 Granite 326: The invasion is repelled with two civilian casualties and no military casualties. The goblins suffered heavy losses before retreating. The military of Halltraded has quite a bit of experience...

OOC: I forgot how hilarious 40d combat was. A hail of bolts? No prob for a champion. And holy crap goblins got flung far. Still no sign of the Duchy...

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Haspen** on **September 26, 2011, 03:35:15 am**

@Christes: I've clean a bit of exterior, and forbidden lot of worksops in the flooded Halltraded on the eastern side of the river. They have been sneakily accumulating orders and tasked items, making peasants go crazy. Even managed to forbid 10 or so items that dwarves wanted to get but spammed 'can't reach' message.

Only the engraver is still perperually locked in his quest to get his sock or something...

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 26, 2011, 09:39:12 am**

Thanks for pointing that out. I've been using the manager, and not everything is getting done.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **September 26, 2011, 02:25:47 pm**

Quote from: Zeffrin on September 25, 2011, 04:02:38 am  
After I finish reading battlefailed, and read this one, I could take a turn on this if there is a need?

Sure, I'll put you on the list.  
welcome!

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Zeffrin** on **September 27, 2011, 02:26:41 am**

yay! Just send me a PM when your ready to have me do stuff...and things haha

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Demonic Spoon** on **September 27, 2011, 04:09:12 am**

There should be some unclaimed tombs for the new arrivals, I had plenty of left over when I ended my turn. Try not to kill anyone please. According to the wiki we need at least 140 pop for duchy. That what we're waiting for currently, if you guys could just stop killing dwarves. :P If our pop is still above 140 and the count still hasn't been promoted, kill him and hope a duke immigrates is my suggestion since we've been waiting forever for him to promote.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 27, 2011, 10:02:26 am**

Where are the unclaimed tombs? I'm not going to go through all of them to find those. Ideally, they should have been clustered around a particular area.

The population is 148.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Demonic Spoon** on **September 27, 2011, 02:55:32 pm**

Can remember sorry. :-[ Try looking in the [R]ooms menu for unassigned tombs?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 27, 2011, 04:19:11 pm**

Also, are we all cool with killing the count and stuff? I wouldn't want to do that on a whim.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Haspen** on **September 27, 2011, 04:57:06 pm**

Quote from: Christes on September 27, 2011, 04:19:11 pm  
Also, are we all cool with killing the count and stuff? I wouldn't want to do that on a whim.

I say: wait until season change. No promotion = kill him and get duke (hopefully) with next migrants.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **September 27, 2011, 06:58:03 pm**

Which season change? I've had several.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Haspen** on **September 28, 2011, 03:26:57 am**

Quote from: Christes on September 27, 2011, 06:58:03 pm  
Which season change? I've had several.

You have my vote for kill then :P

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **September 28, 2011, 02:45:49 pm**

Quote from: Christes on September 27, 2011, 04:19:11 pm  
Also, are we all cool with killing the count and stuff? I wouldn't want to do that on a whim.

Ahhh! An ethical dilemma!

Does he have a family? children? Does he have any friends?  
What character traits does he have? What is his favourite animal, and his favourite metal ore? What about his friends and family, do they have character traits that make it look like they will take his passing from the mortal plain easily?

I fear I am not making this any easier.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 01, 2011, 01:12:42 am**

First of all: it's a countess, not a count. And she has at least five children who follow her everywhere. I'm taking suggestions on how to kill her without killing the children.

Also, whoever drained the well in Old Halltraded drained it straight into Bralbaard's tomb. It is currently having its own little self-contained flood on an otherwise-dry level.

(Edit: Looks like this was intentional by Zrk2 - I like it)

Edit 2: How do I block the river off? Where is the lever that controls it? There clearly must be one since they all have mechanisms.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Argonnek** on **October 01, 2011, 01:28:07 am**

Wait.... You *don't* want to kill the children? Weird.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 01, 2011, 01:30:25 am**

We want the population to stay high, remember. In fact, it's 7 children, not 5.

Edit: Fun fact - Halltraded has 72 levers. I counted.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **aussieevil** on **October 01, 2011, 06:45:33 pm**

I probably can't run this game on my computer, but can you dorf me as a mechanic if you have any spare?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 01, 2011, 08:16:47 pm**

26 Granite 326: A vision came to me tonight from the deceased previous overseer, Demonic Spoon. She kindly pointed out that all of my tomb-building is unnecessary in light of the many unoccupied tombs scattered in the various corners of Halltraded. She then showed me the location of all such rooms. That is very handy, though we will continue building tombs for future use. In the meantime, every dwarf has a tomb.

5 Felsite 326: I finally found the lever to block off the river ahead of the holes. Perhaps we can finally unflood the ancient flooded bunker.

12 Hematite 326: We've opened up an ancient flooded area and drained it to the bottom of the fortress. We can pump that out later. Dwarves have already begun gather items from the area. This area was cut off from the main flood. We'll open that later.

24 Hematite 326: I've ordered the ancient flooded bunker opened from below to let the water out. Maybe we can then access the old workshops and clutter stored there.

9 Malachite 326: A mechanic has demanded that we start calling her "ausieevil". This is very strange indeed.

10 Malachite 326: The count consort has gone berserk from not having his mandates met! He killed one of his children and began chasing down a horse. Halltraded's military caught ended his misery right after he killed the horse. Halltraded now has a population of 143.

OOC: I have a plan to take care of the countess, but I'm afraid the population will dip below 140.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Argonnek** on **October 02, 2011, 12:17:17 pm**

Of the 143 dwarves you have, how may are children? The game only counts adult dwarves when calculating population-triggered events. In one of my forts, I had a population of 21, but 3 were children. As such, I got no ambushes.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Demonic Spoon** on **October 02, 2011, 01:05:31 pm**

Why not use a suicide lever behind a door which you lock after the countess is inside to prevent her children from coming in?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 02, 2011, 02:01:32 pm**

Quote from: Argonnek on October 02, 2011, 12:17:17 pm  
Of the 143 dwarves you have, how may are children? The game only counts adult dwarves when calculating population-triggered events. In one of my forts, I had a population of 21, but 3 were children. As such, I got no ambushes.

If this is true, then we are screwed. There are a lot of children.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Demonic Spoon** on **October 02, 2011, 02:54:01 pm**

We're going to be waiting a long time for them to grow up then. :( Or we can hope for more migrants.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 02, 2011, 05:23:28 pm**

The exact number is 29 children. I'll continue for a while if no one minds. I'm pretty close to draining the ancient flooded areas.

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 05, 2011, 09:26:40 pm**

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16 Malchite 326: Success! We've sealed off the hole that has been breached into the ancient bunker. Water will now completely stop flowing in. We can release the river again to power the Robin-Christes pumping mechanism to once again drain the lowest reaches of Halltraded.

22 Malachite 326: The draining goes very slowly, but the dwarves can already wade through the lower level. They are currently taking apart the old workshops, and gathering many items. The top floor will take a bit longer. I may order addition holes dug to speed the process.

5 Galena 326: A shaft has been dug up toward the top part of the flooded bunker. This has flooded the lower bunker again, but that it a temporary thing as the water drains.

14 Galena 326: The top level of the bunker is mostly passable, though that water is still waist-high.

23 Galena 326: The rain is causing the river to flow again, despite being blocked off. Fortunately, we have already sealed the hole.

26 Galena 326: I ordered the river reopened to power the waterwheels once again.

4 Limestone 326: Power is back, but someone cannibalized the axles that powered Robin's pump stack. I ordered the axles to the relatively new magma pumps removed. Draining water from Halltraded is more important at the moment. We can put them back if we get more wood later.

14 Limestone 326: A vile force of darkness has arrived! I am sending the military out to fight them.

15 Limestone 326: The squadleader was sleeping, and her squad is standing around her bed waiting for her to wake up... I hate these dwarves. A little encouragement woke her up.

16 Limestone 326: By the iron of Åblel Gravelbuckled, this is a large invasion. I count a least five squads of goblins. This could get ugly.

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 13, 2011, 12:49:29 am**

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17 Limestone 326: Our military has easily routed two goblin squads, but this was only a distraction! Three more are rushing toward the open entrance.It's too late to close it, even if we knew which lever did that.

18 Limestone 326: The goblins are routing. Two military dwarves gave their lives to them off while the main group came back. The main group dismantled the goblins, killing their officers and sending the rest running.

Video of the easy rout: <http://mkv25.net/dfma/movie-2384-goblinsrouted>

27 Limestone 326: Robin's pumpstack is once again functioning. We are pumping water from deep within Halltraded's bottom layer.

18 Sandstone 326: The ancient bunker is mostly clear. The water, held inside for so many years, finally flows down the river away from Halltraded.

OOC: It was over two years ago that I (playing as Higar) flooded that bunker. It is appropriate that I unflood it, using the very same mechanics that existed back then (though blocking off the river took a lot of work, clearly)

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 30, 2011, 01:47:45 am**

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Sorry folks. I'm rather busy with real life at the moment, and am not going to be able to spend much time on this soon.

Basically, we just need more (adult) dwarves. If it is true that only adult count toward the duke requirements, then it might be a bit. We just need someone to basically sit on the game for a while. I've drained the bunker which should stop some of the annoy cancellations. Please don't reflood it like some people have =/

Since I feel guilty about not finishing, I've also taken the liberty of converting Halltraded to *Minecraft*, using this (<http://www.bay12forums.com/smf/index.php?topic=64473.0>). You can now aimlessly wander around Halltraded in your favorite block-building simulator.

Here is the save: <http://dffd.wimbli.com/file.php?id=5123>  
Minecraft file here: <http://dffd.wimbli.com/file.php?id=5124>

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **October 30, 2011, 04:11:13 am**

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Zeffrin is still on the list, I'll drop him a PM to ask if he wants to play for a while. Slow progress is no problem, we're used to that by now :-)

Quote from: Christes on October 30, 2011, 01:47:45 am

Since I feel guilty about not finishing, I've also taken the liberty of converting Halltraded to *Minecraft*, using this (<http://www.bay12forums.com/smf/index.php?topic=64473.0>). You can now aimlessly wander around Halltraded in your favorite block-building simulator.

Nice. Are there utilities for porting it the other way, into the current version of DF? I guess a lot of information is lost when importing it into minecraft, but it would be nice to have the map as a basis for a game in the new version of DF.

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **October 30, 2011, 01:50:39 pm**

---

nah. In fact, that converter can't even go from the current version to minecraft. Fortunately for us, Halltraded is very old.

Each DF cell is rfendered in Minecraft as a 3x3x3 cube. Going the other way would be much harder.

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Di** on **October 31, 2011, 02:14:22 pm**

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The compatibility breaks are there for a reason. And the only utility I know capable of any ingame map changing is dfliquids. We probably could get similar starting setup by using perfect world but I guess that's all.



Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 06, 2011, 02:19:06 pm**

No reaction from Zeffrin

I'll pick up the save, but progress will be slow.  
If anyone, at anytime, feels like playing, just interrupt me and I'll post the save.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 06, 2011, 04:01:06 pm**

Several years ago, Halltraded had been the victim of a dispute between the gods. The elven goddess, Alatha, and the dwarven god Datan the Crystalline Canyon had challenged each other to prove what race was the greatest: the dwarves or the elves. The dwarves of Halltraded had been forced to live without alcohol to prove their superiority, the elves were forced to build a fortress deep underground under the cursed mountains of the aching teeth, to prove they weren't wimpy treehuggers. The results had been predictable: both races had failed horribly, so horribly that neither could be declared winner of the challenge.

Things in Halltraded had seemingly returned to normal after these events. This however had not been true so much for the Gods: Datan who had been cherished and worshipped by the dwarves before the ban on alcohol, was now the most hated God among dwarves. Datan had cursed his high priest in Halltraded, Thorvak workcraft, with amnesia and madness, in an attempt to blame him for all that had happened to Halltraded. But this had done little to clear his name. This however, was not yet the end of the story.

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Thorvak woke up slowly in the refuse stockpile, he had been doing this every single day since madness had taken him, but this was the first time he was aware of it: his mind had cleared.  
He remembered now. He remembered how Datan had tested him, how he had to ban alcohol and betray his fellow dwarves. He did not remember how he had gotten into this refuse stockpile, but one look at his tattered clothing and his starved and neglected body told him he had been here for a considerable time. How had he gotten here? There was no memory, just a blur. He remembered nothing.... or did he? When he tried to focus on the gaps, there was something there, some sort of message.  
It all became clear to Thorvak now. His suffering was far from over.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **November 06, 2011, 06:38:43 pm**

Alright! Things could get interesting again.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 07, 2011, 04:25:22 pm**

22nth of sandstone 326.

Life at Halltraded had been rather uneventful as of late. Most dwarves were unemployed but wealthy. They spend their days gazing at the engraved ceilings and walls of the fortress, engravings that told stories of more eventful times that had long passed. Whenever they would not be numbly staring at these pictures they would listen to gossip and rumors about the foretold arrival of "The King". His arrival, so went the prophesy, would end the suffering, and would bring a new age of unlimited prosperity and happiness.

The everyday boredom was rudely interrupted when Thorvak Workcraft, the stark raving mad former priest, emerged from the refuse stockpile. The mad priest had lived for years in the refuse heap, his beard filled with maggots and rotting fish. The dwarves had not forgotten the ban on alcohol he had imposed, and frankly, thought that his current madness and living conditions were all well deserved. His sudden appearance here in the main hallway was unusual. He rarely left the refuse stockpile, but this was not the only thing thaw was alarming, something else was wrong. Usually Thorvak bore an expression of complete madness, today his expression was different, he bore an expression of utter and absolute fear. Despite this, he seemed determined, and slowly walked through the hallways towards the drawbridge under the ruined cathedral of Datan. The dwarves, curious, followed him to the drawbridge. Thorvak had nearly crossed the drawbridge to the world outside when he suddenly looked back at the other dwarves, the look of fear and despair still on his face, He again turned towards the end of the bridge, screamed, ran forward and plunged into the lines of weapon traps on the other side of the bridge. Maces, spinning discs, spears and other weaponry sliced through the air, hiding the priest from sight...

[Spoiler](#) (click to show/hide)  
(<http://imageshack.us/photo/my-images/600/traps.gif/>)

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 17, 2011, 04:40:11 pm**

When the dust cleared Thorvak was still alive, he had suffered only minor bruises and cuts. The mad Priest had managed to disable all traps guarding the entrance, in only a few minutes.

Thorvak turned towards the dwarves, his face dripping with blood from the many shallow wounds. His expression was different again, and not his own. He began to recite the word of Datan in a high pitched voice. None of the dwarves had any love for Datan, but in the light of the events they had just witnessed, a few were willing to listen and actually picked up some of the key points from the speech. Apparently Datan had chosen Halltraded (again) to defend the great name of the dwarven race, this time not with an alcohol ban (thank Armok) but by being Dwarfy. The dwarves of Halltraded had become spoiled and weak. The only thing they lived for was the coming arrival of the king. This worship of nobility was about as undwarfy as a dwarf can get. Continued display of such, and other, weakness would be punished by Datan with another alcohol ban.

This last threat was not lost on the listening public. An hour later the other dwarves were still trying to decide if they should take this threat seriously. Meanwhile Thorvak was busy tearing down the other traps around Halltraded.

-----

I noticed that only two dwarves in the fortress do not have a bedroom assigned. I can understand that I have to sleep in the refuse stockpile, but why does Dodók Shotstirs the Honor of Guile, Slayer of two Dragons, have to sleep on the floor?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Kogut** on **November 25, 2011, 04:35:31 am**

Acceptable FPS (20), but is it possible to resize window? DF crashes in fullscreen mode.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 25, 2011, 07:37:44 am**

You can resize the window by going into init.txt in the data\init\ map.

Do you want to play a turn? I could post the save. (I won't be able to play much myself in the coming weeks)

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Kogut** on **November 25, 2011, 07:53:49 am**

Yes, I will try. Note: I never played 40d.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 25, 2011, 08:48:01 am**

Ok, you can find the save here:

http://dffd.wimbli.com/file.php?id=5209

The biggest difference with the current version is how the military works, I think the wiki articles for older versions are still available. also, the interface is different in some places.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Kogut** on **November 25, 2011, 09:55:59 am**

Yes, space instead of ESC is irritating.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Kogut** on **November 26, 2011, 06:28:01 am**

Quote from: Christes on October 30, 2011, 01:47:45 am

Basically, we just need more (adult) dwarves. If it is true that only adult count toward the duke requirements, then it might be a bit. We just need someone to basically sit on the game for a while.

Good news, as I am unable to make head or tail of this fort. Maybe I will try to create luxury bedrooms - unfortunately it will be useful only for legendary dwarves.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Kogut** on **November 26, 2011, 01:14:49 pm**

Unfortunately I am unable to move in menus using + -. What may be wrong?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 27, 2011, 05:51:39 am**

Quote from: Kogut on November 26, 2011, 06:28:01 am

Good news, as I am unable to make head or tail of this fort. Maybe I will try to create luxury bedrooms - unfortunately it will be useful only for legendary dwarves.

The fortress is a complicated mess, there are at least three unused ruined fortresses on the map, that are no longer inhabited. the currently used fortress is on the southern end of the map. Touching any levers is probably dangerous.

Quote from: Kogut on November 26, 2011, 01:14:49 pm

Unfortunately I am unable to move in menus using + -. What may be wrong?

In some menus you scroll using the arrow keys, in others using the +/- keys. What menu are you having trouble with?

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 27, 2011, 05:52:37 am**

oops. double post.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Kogut** on **November 27, 2011, 06:40:21 am**

Quote from: Bralbaard on November 27, 2011, 05:51:39 am

Quote from: Kogut on November 26, 2011, 01:14:49 pm

Unfortunately I am unable to move in menus using + -. What may be wrong?

In some menus you scroll using the arrow keys, in others using the +/- keys. What menu are you having trouble with?

+ -

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **November 27, 2011, 08:25:33 am**

If both the arrow keys and the +/- don't work then I don't know. I seem to be able to navigate all menus I tested in 40d.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Argonnek** on **November 27, 2011, 02:19:20 pm**

Hit "?" and look through the help options. If all else fails, look at the key bindings in the "Esc" menu.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Kogut** on **November 28, 2011, 03:46:22 am**

Quote from: Argonnek on November 27, 2011, 02:19:20 pm

Hit "?" and look through the help options. If all else fails, look at the key bindings in the "Esc" menu.

Thanks, somehow 40d decided that on QWERTY keyboard + and = with shift is something different.

Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Kogut** on **November 28, 2011, 02:05:08 pm**

"People assume that Halltraded is a fortress, but actually it is a it's more like a big ball of wibbly-wobbly...timey-wimey...stuff"  
</plagiarism>

As new overseer wants to create illusion of control over fortress, he ordered placing stone floor in the muddy corridor.

(<http://www.img.ie/>)

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Bralbaard** on **March 12, 2012, 12:11:36 pm**

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I guess it is safe to say that finally, after all these years, Halltraded has come to an end. Floods, fires and suicide trade caravans could not bring it down, but in the end it was abandoned because there are new lands to explore. I guess we need to inform the hall of legends thread of this fact, unless others want to continue.

In other news, I've finally started this new game I promised, it's something different, an adventure succession, more information here: <http://www.bay12forums.com/smf/index.php?topic=104399.msg3086622#msg3086622>  
feel free to join!

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Haspen** on **March 12, 2012, 12:16:49 pm**

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At last.

The accursed fortress filled with magma, skelecarp and dead dwarves came to rest. It was glorious.

Now, onwards to adventure!

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **aussieevil** on **March 15, 2012, 11:59:40 pm**

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Raise your glasses, fellow dwarves, and let us drink to the memory of Halltraded!

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **ragman le bon** on **March 16, 2012, 11:37:20 am**

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Never posted in this thread but I have been following it since almost the beginning. Thanks to Bralbaard and all the others for the hours of entertainment!

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Title: **Re: Halltraded succession game, three years (real time) and still going. (40d)**  
Post by: **Christes** on **March 16, 2012, 08:13:01 pm**

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And so it ends. I'm surprised it lasted as long as it did. Best of luck with the new game, Bralbaard!